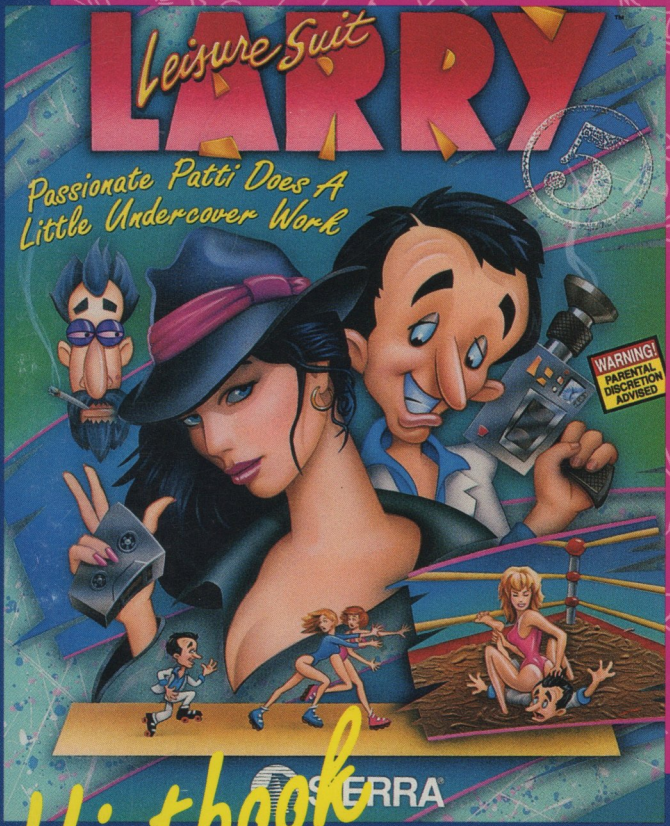

Hintbook

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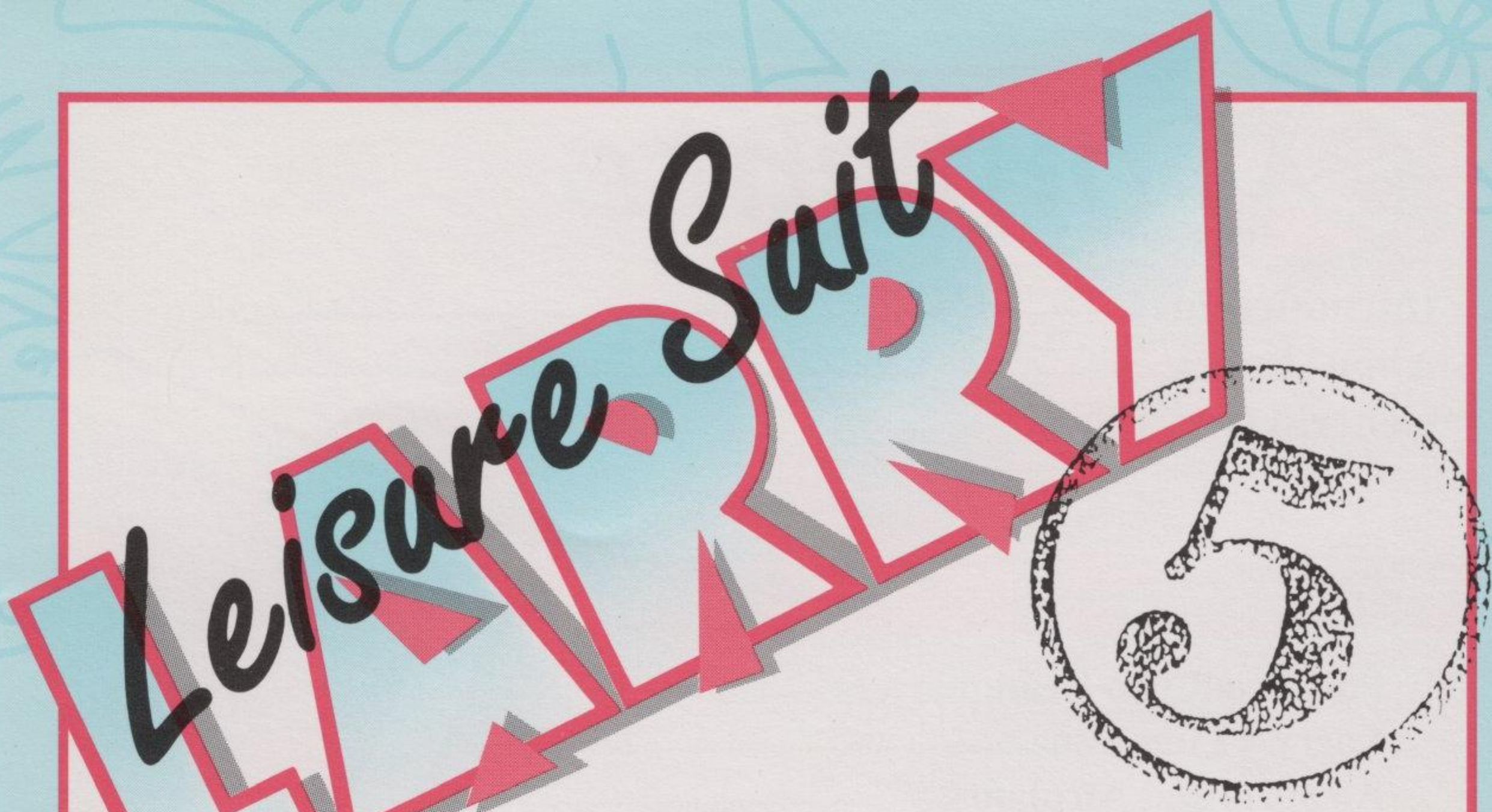

Passionate Patti Does A Little Undercover Work:

The Hintbook

SIERRA®

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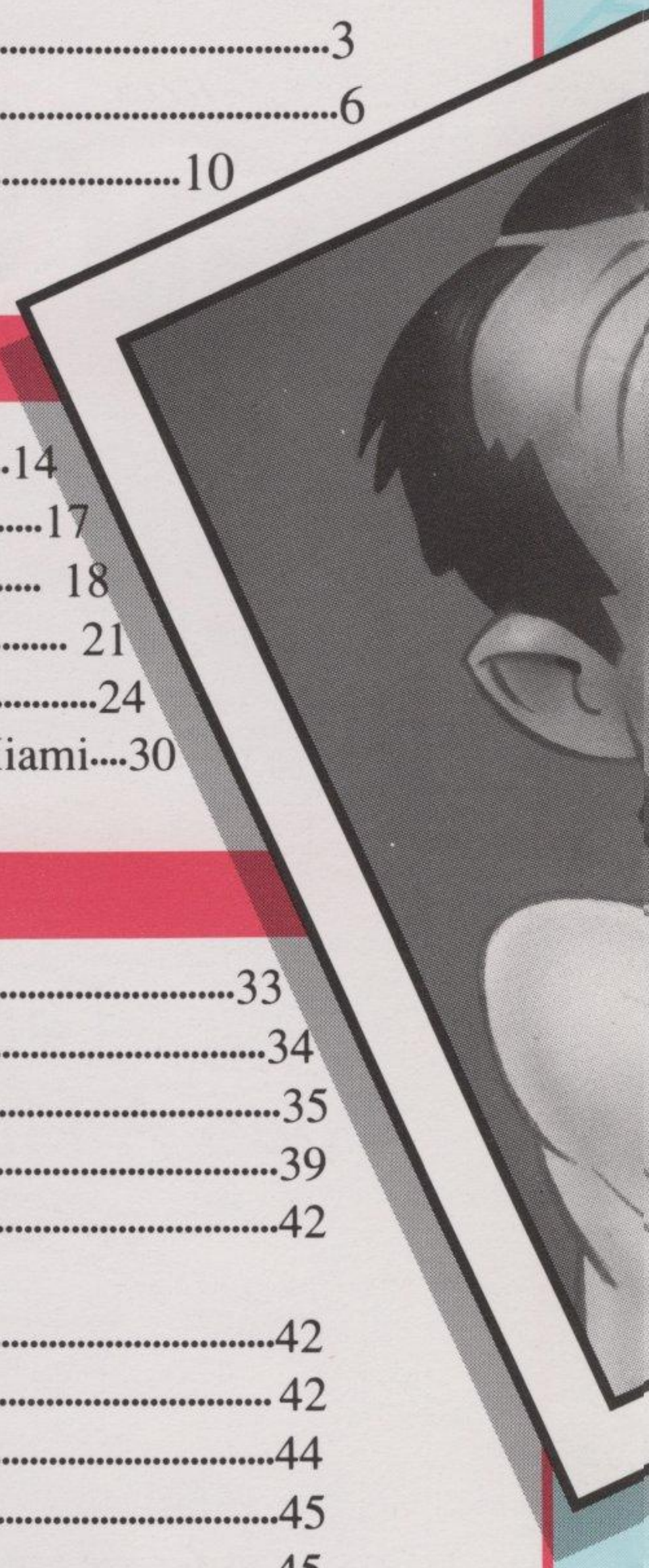


elcome back to the world of Passionate Patti and good old Larry; Larry Laffer!

I hope you're having as much fun playing this game as all of us had creating it. "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work" took under 300 person-years to create, required less than 4,000 life-sized, hand-painted, oil-on-velvet drawings, 1/4-million MIDI events and 2,200,000 lines of code. All this to deliver a couple of bad jokes. Was it worth it? You tell me. You're the one who paid for it!

Before you plunge into this book, reading all the answers and wrecking all those great puzzles we worked so hard to create, take some time and read your "Sierra Game Manual" thoroughly. (Remember it? It was that booklet you threw back in the box in your hurry to install the disks.) You may find that some of the questions you have about how the game works are answered in that manual.

How To Use This Hintbook

In "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work," both Larry and Patti do a lot of traveling. The cities and locations can be visited in any order: Larry can go to Miami first, or Atlantic City, or the Big Apple. Patti has two locations to investigate; it's up to you to decide where to go to first. So I've organized this hintbook into a Larry section and a Patti section. Each section is divided by location. Use the Table of Contents to jump through the hintbook to the section dealing with your current situation.

Once you find a question that deals with your problem, place your "Adventure Window" card over the hints to reveal them one by one. Be careful not to read too much. The first answer is the mildest hint, something that gently steers you in the right direction... or, maybe even a wisecrack (that may, or may not, be instructive). The second answer is a little more specific. The third and any subsequent answers are specific, often giving you the exact steps you need to solve the puzzle. East and West refer to the right and left sides of your screen, respectively. There are maps in the back, although you probably won't need them.

How NOT to Use This Hintbook!

Avoid reading those sections of the book that give hints for locations you haven't played yet (or those you plan to revisit)! Reading questions that don't pertain to the part of the game you're playing may reveal information you don't need or want yet. Read only the hints you're sure you need. There are even a few "red herring" questions thrown in every once in a while, just to keep you on your toes.

When You've Finished the Game

Once you've finished the game, turn to the back of the book and check out the complete lists of every point and object. You'll learn ways to increase your score and/or provide some extra laughs you may have missed! Since Larry 5 has many puzzles with multiple solutions and you can finish the game with less than 150 points (out of a possible 1000), I'm sure there are some things you've missed.

Again, thanks for purchasing "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work." I hope you're enjoying it, and that this hintbook increases that enjoyment! If you enjoyed Larry 5, be sure to check out Larry's previous adventures as well as Sierra's other 3-D animated adventure games.

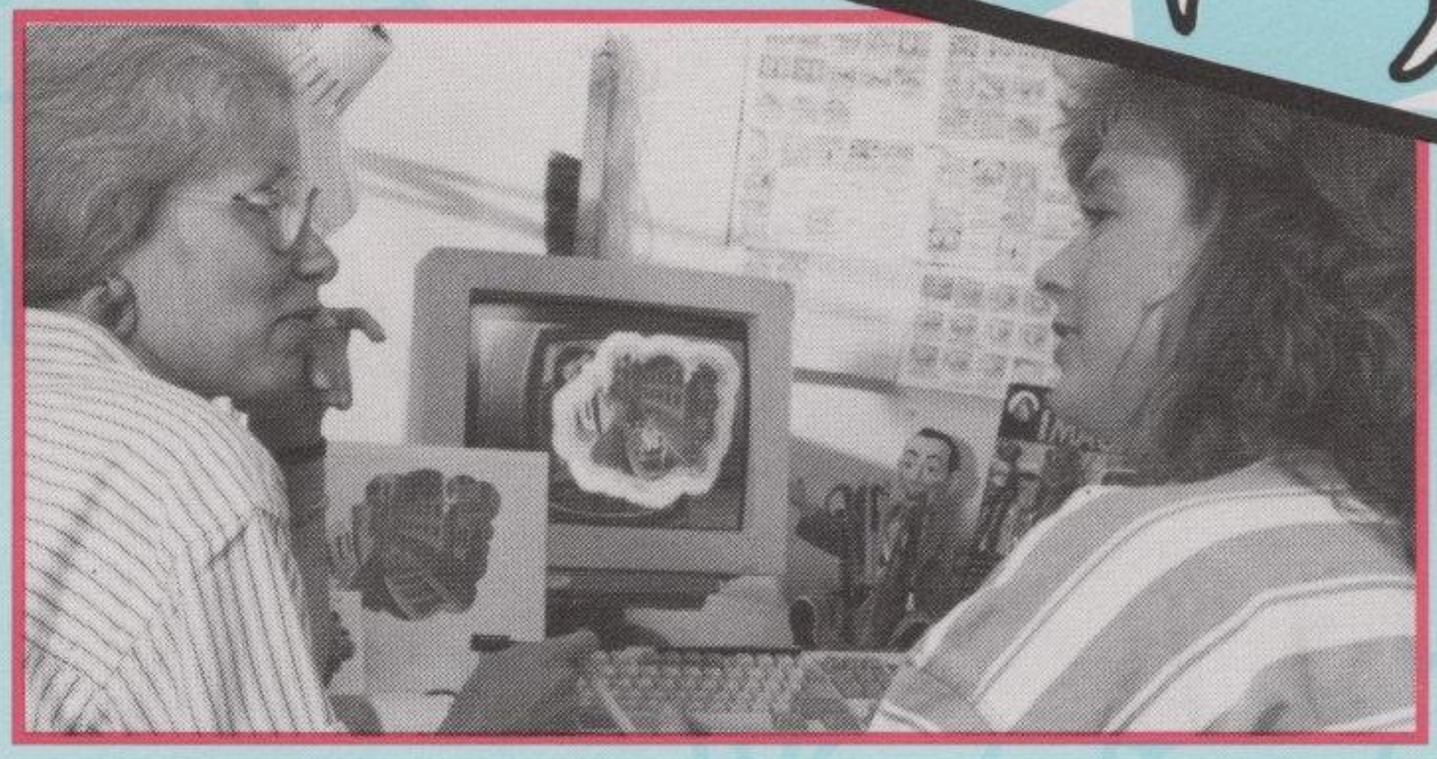
Al Lowe

Creator of the

"Leisure Suit Larry"

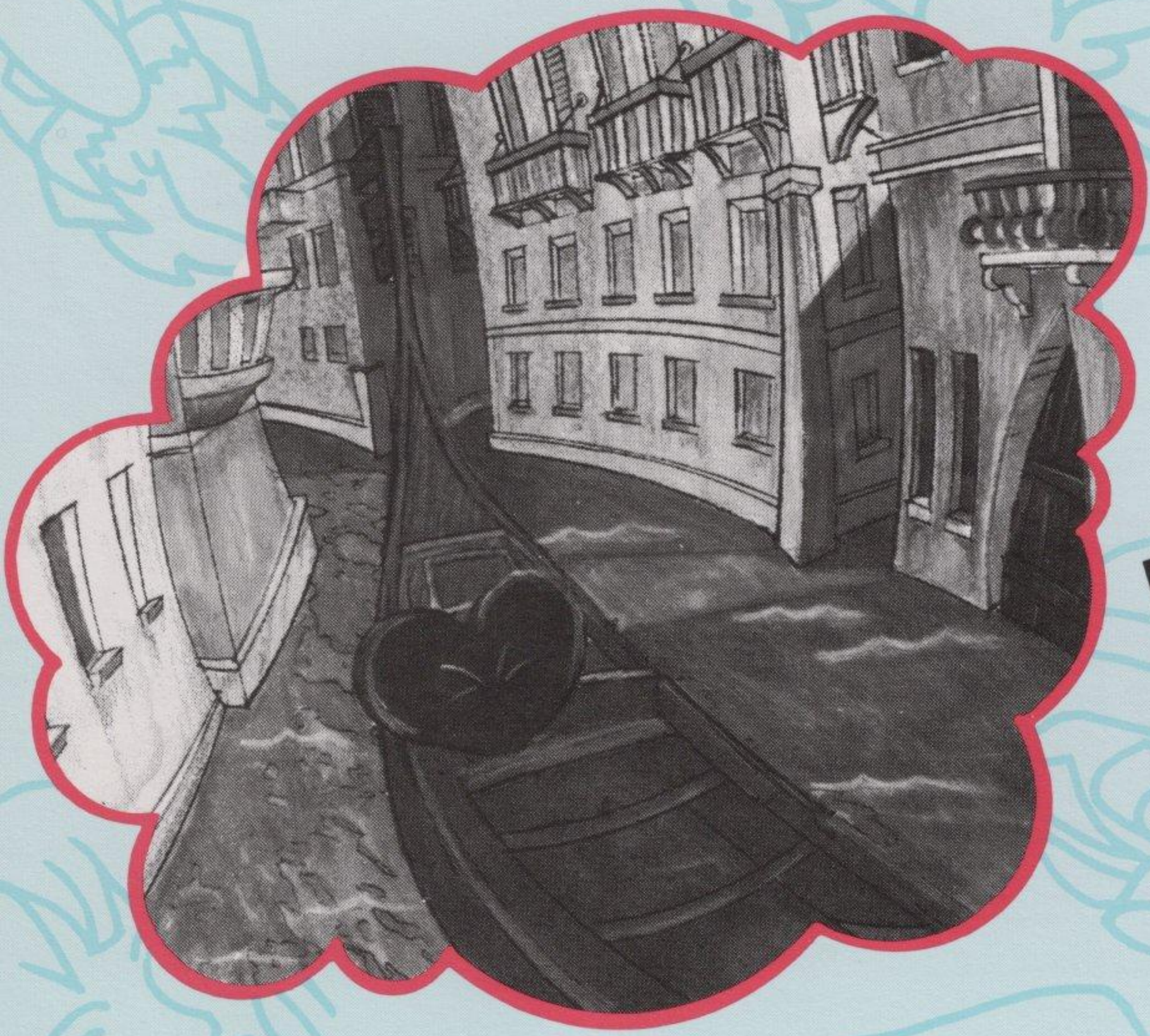
series

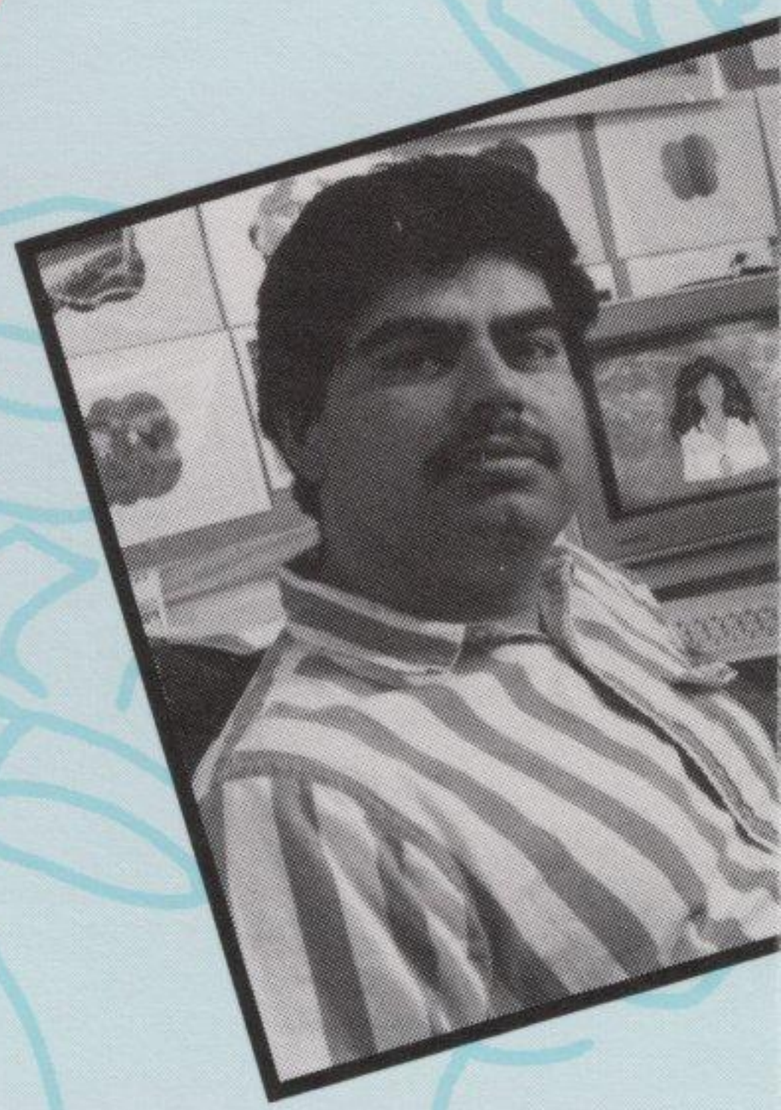
Compared to today's creation of light-and sound extravaganzas, making an adventure game eight years ago was trivial. A pro-grammer and an artist, doubling as game designers and direc-tors, could throw a game together in a few months. Back then, games were small, graphics were crude and less colorful, and the "music" was little more than a collection of irritating beeps and clicks. Today,with sophisticated digitized VGA graphics, music support for a long list of sound cards, and increasingly complex game designs, bringing a comput-er game to life has become a big-time operation involving dozens of artists, programmers, musicians and writers. Experts agree that if Al Lowe were to have designed, drawn and programmed "Leisure Suit Larry 5" by himself, it would have taken over 300 years...more than 60 times the life expectancy of an entertainment software designer!



s Production Designer, Andy Hoyos set the look and feel for Larry 5's ambitious graphic design. Working with Bill Skirvin (veteran of Larrys 2 and 3) to create a jazzy, contemporary look for the VGA upgrade of the original "Leisure Suit Larry in the Land of the Lounge Lizards," the result was deemed just as appropriate for Larry's latest adventure.

Art Team Manager Cheri Loyd (who may also be seen in "Police Quest III: The Kindred" as Sonny Bonds's wife "Sweet Cheeks Marie") and Art Designer Jane Cardinal oversaw the creation of the backgrounds and animation loops, and helped refine the broad artistic style. The challenge was to give the game its own unique flavor, while maintaining the overall appearance established in the new "Land of the Lounge Lizards." Barry Smith and Roger Hardy (an old hand from Larry 3) added their talents on

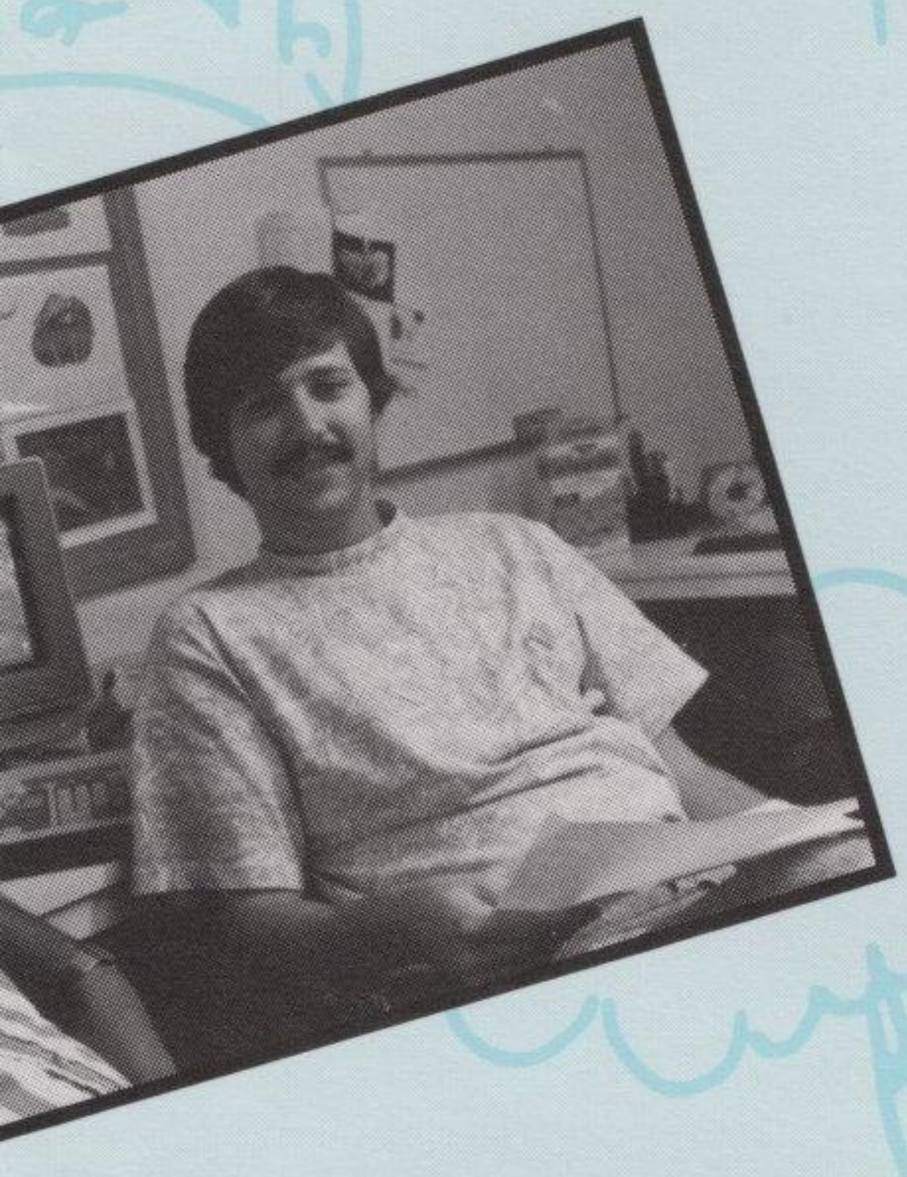




the animation side, adding dozens of little touches to give character to those few little pixels. In addition, nearly two dozen artists contributed to Larry 5.

ead Programmer Brian Hughes (of "Space Quest IV" and "Quest for Glory II" fame) and his able-bodied assistant Carlos Escobar ("Larry 3") spent over six months coding the game, working weekends, nights, and Rosh Hashanah. As is the case with most programmers, they tried to out do each other to make the game as "solid" as humanly possible. With Larry 5, they outdid themselves. Yeoman duty on the programming side was handled by Oliver Brelsford, Steve Conrad and John Hartin.

For the music of Larry 5, Al Lowe and Mark Seibert (Sierra's multi-talented Music Director, who can be heard making announcements



over the airport's PA system) looked to Hollywood. Craig Safan, a composer whose credits include the films "Stand and Deliver," "The Last Starfighter" and the television shows "Life Goes On," "Cheers," "Hitchcock Presents" and "Amazing Stories," was signed to compose a series of original themes for the game. That Craig was willing to forego the usual fame that accompanies Hollywood productions so that he could contribute to Leisure Suit Larry is a testament to the popularity of the series.

Chris Brayman, who created the hilarious music throughout the revamped "Leisure Suit Larry 1," also contributed substantial musical material to Larry 5. His compositions (and Craig's)can best be heard by using the boom box in the Tape room at PornProdCorp.

nd would this summary of Larry 5's VIPs be complete without mention of Al Lowe? Yes.

FAQs

General Questions

Who is higher, a Brigadier General or a Major General?

-

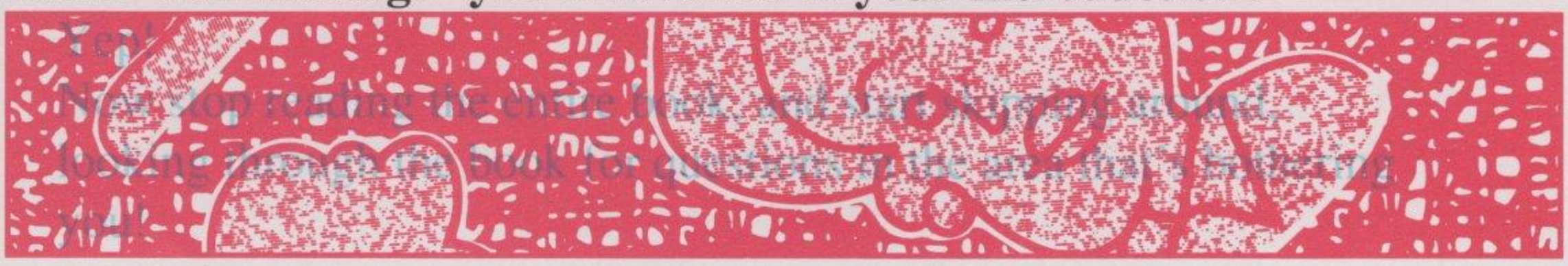
How can you remember that?

-

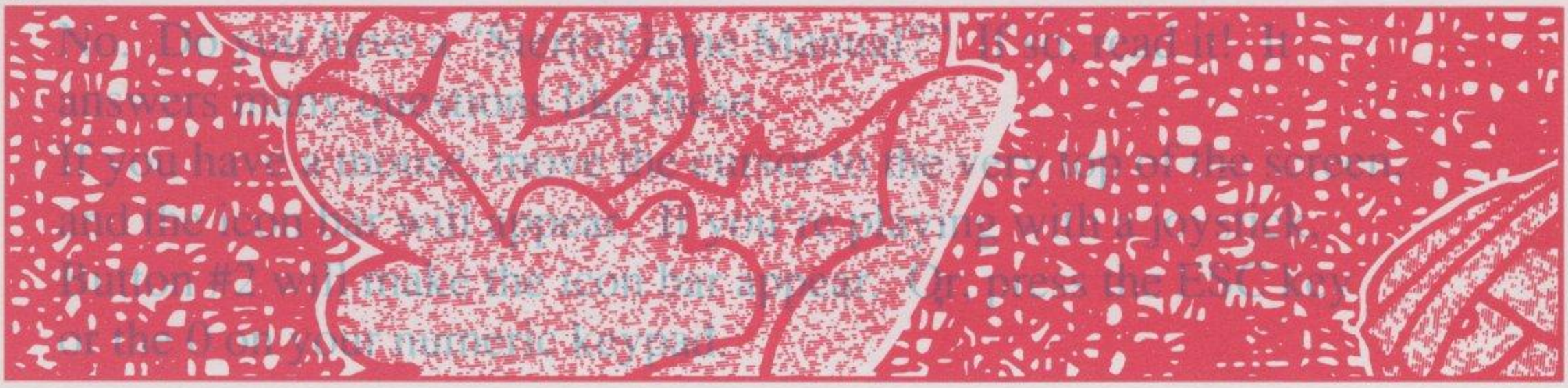
Al, how come you have so much General Knowledge?

-

Are these examples of what you told me not to do? Could these actually be those "red herrings" you mentioned in your Introduction?

- 

The manual says there's a bunch of icons at the top of the screen. I don't see anything but a black stripe. Have I got bad disks? Is my monitor too tall?

- 

What are these icons all about, anyway?

-
-

I've never seen a Fast Forward icon before. What does it do?

-
-

What's the zipper for?

-
-
-

How do I know what I have in my Inventory? What is an Inventory?

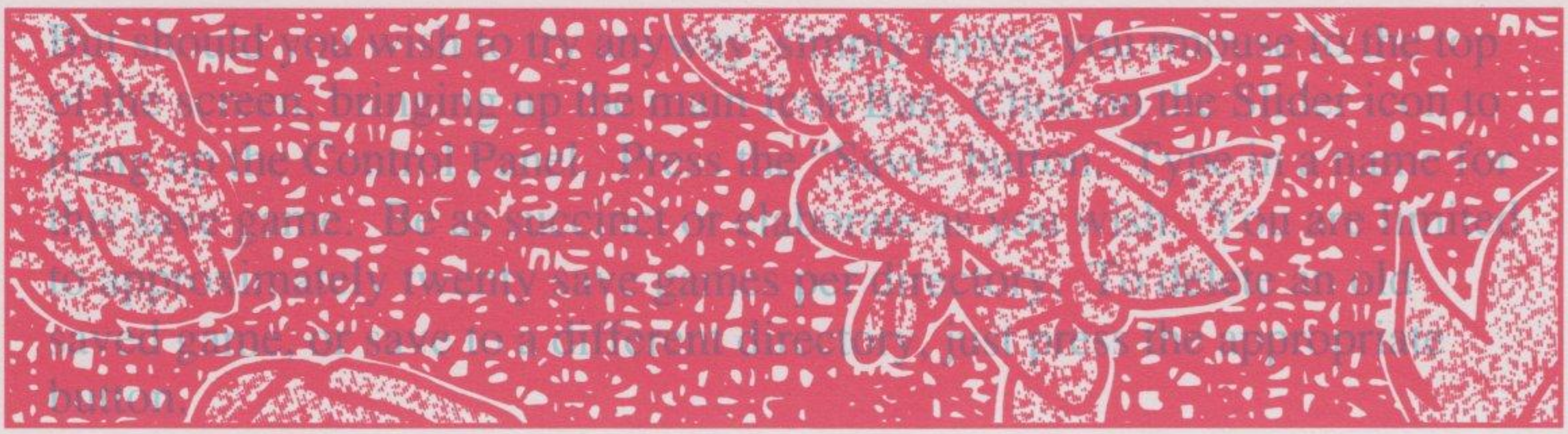
-

How do I use something I've got in my Inventory?

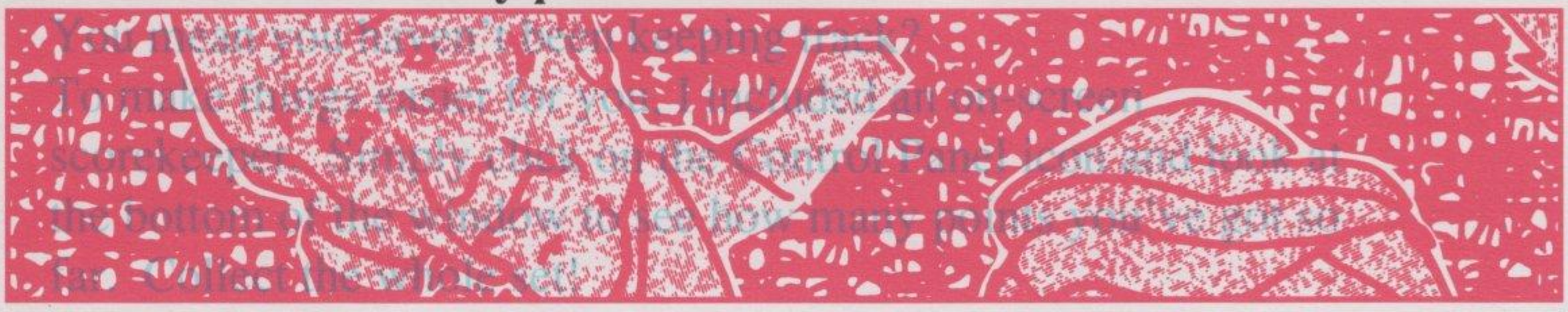
-
-

How do I save my game?

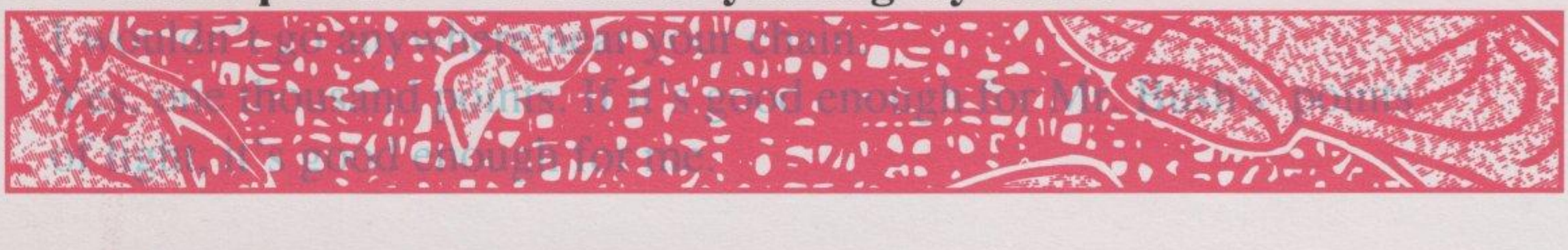
-

- 

Where can I see how many points I've accumulated?

- 

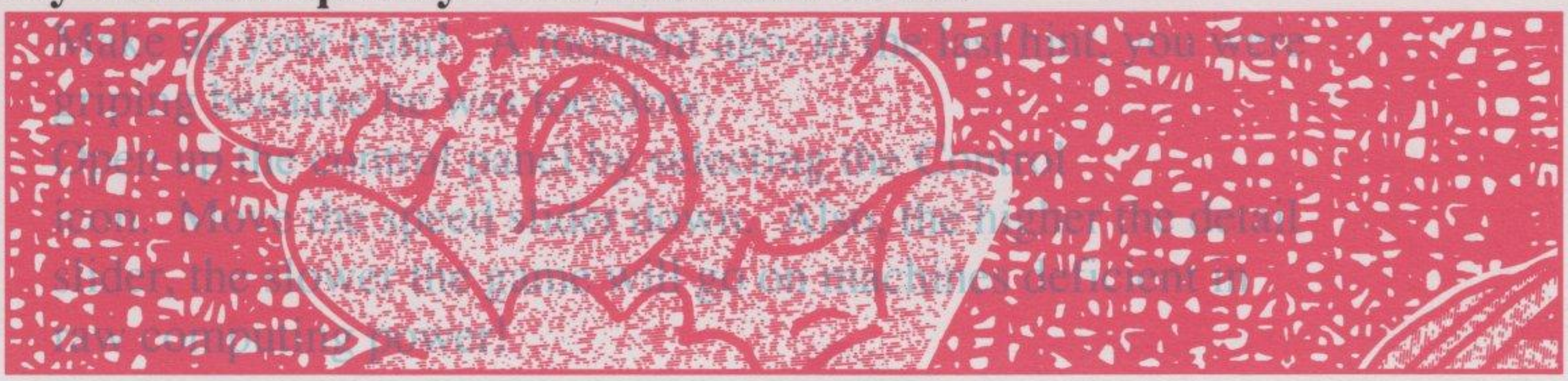
One thousand points? You must be yanking my chain.

- 

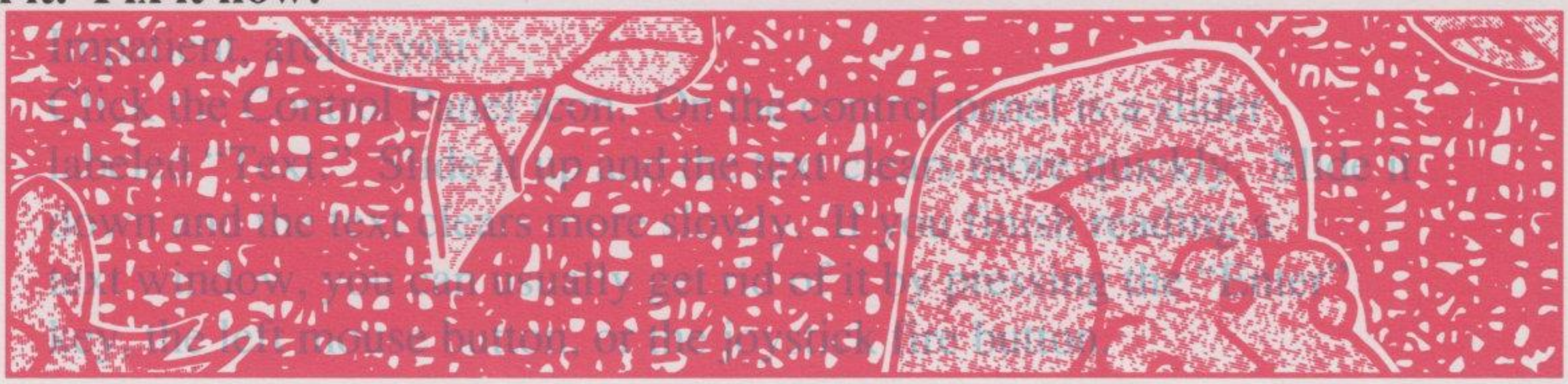
Larry walks too slowly. Can I speed him up?

-

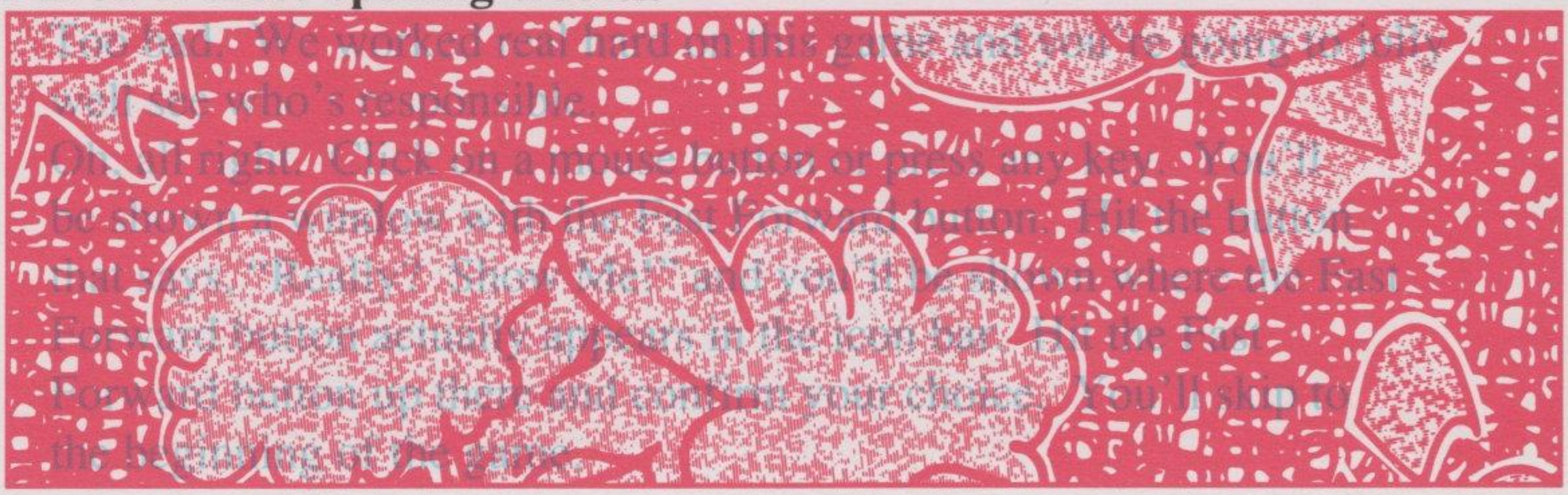
Larry walks too quickly. Can I slow him down?

- 

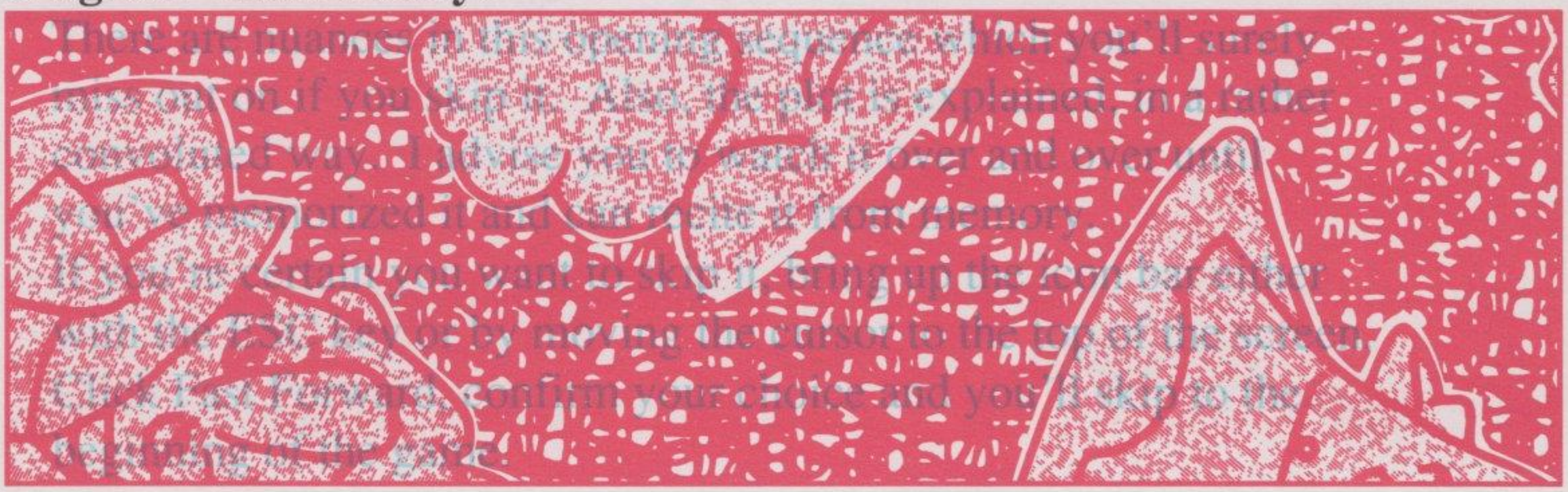
The text windows go by too quickly. The text windows go by too slowly. Fix it. Fix it now!

- 

I'm tired of these opening credits.

- 

I've already seen this opening sequence. Must I sit through it over and over again? Have mercy!

- 

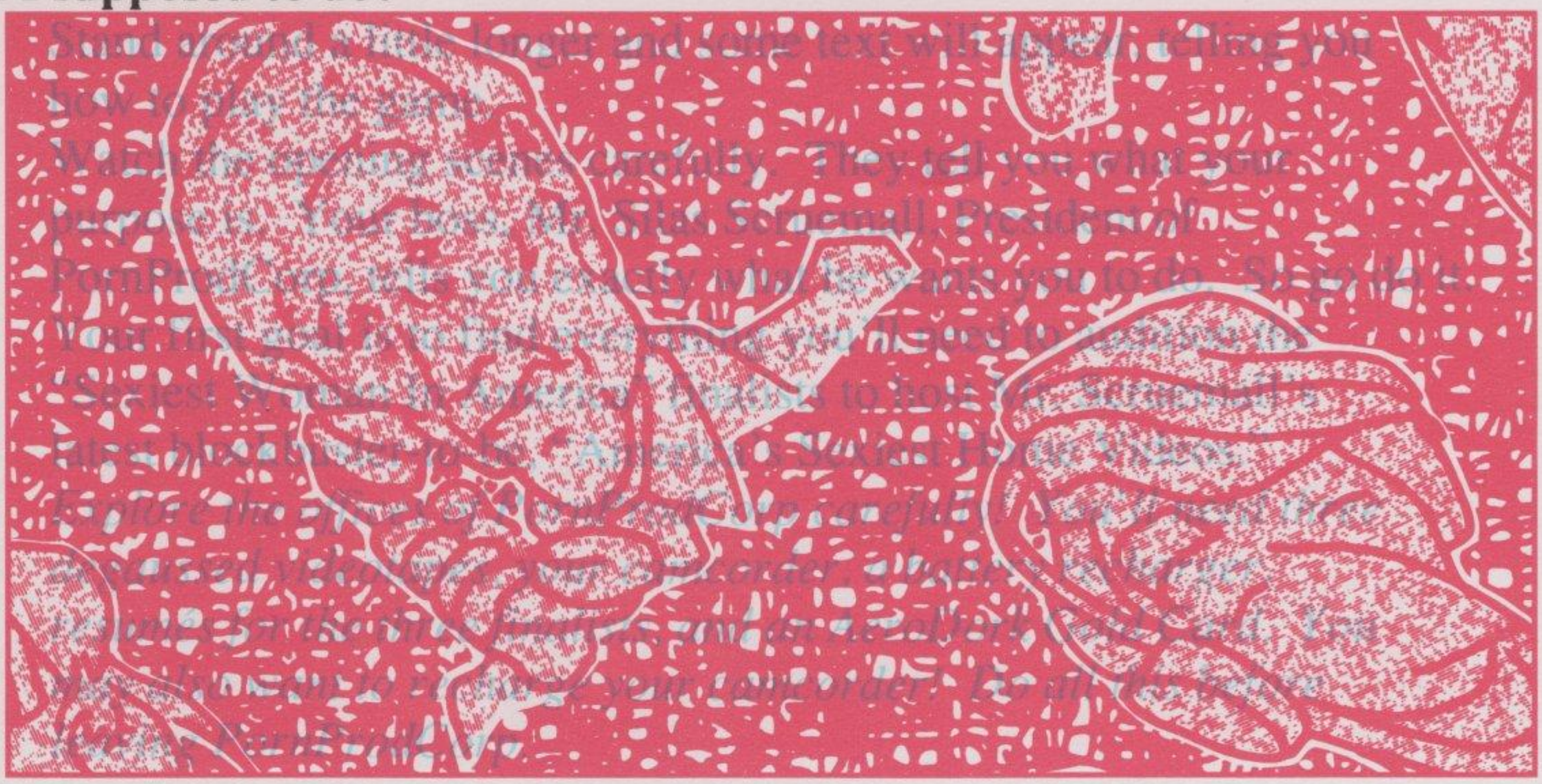
I forgot my password! Or…
My Dad doesn't really care if I play this game! It's okay with him, I bet.
How do I get around that password stuff?

-

LARRY'S PARTS

PORNPRODCORP

I'm just wandering around aimlessly in an office with funny carpet. What am I supposed to do?

- 
-
-
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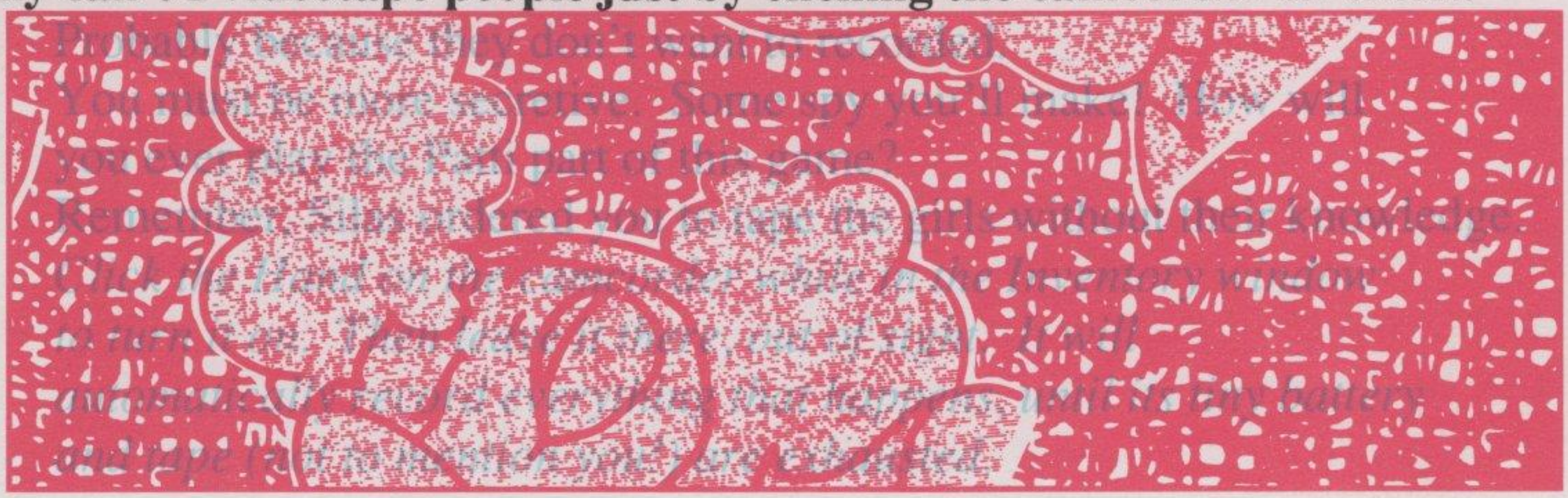
- *

Mr. Scruemall said there would be a limousine waiting to take me everywhere I want to go. Where is it? I went outside and there's nothing out by the driveway but an ugly fountain.

-

Why can't I videotape people just by clicking the camcorder on them?

- 
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-
- *

I'm tired of playing Larry! I'm tired of playing Patti! How can I switch to the other character?

-
-
-
-
-

There are piles of videotapes everywhere, but none that fit my camcorder.

-
-
-
-
- *

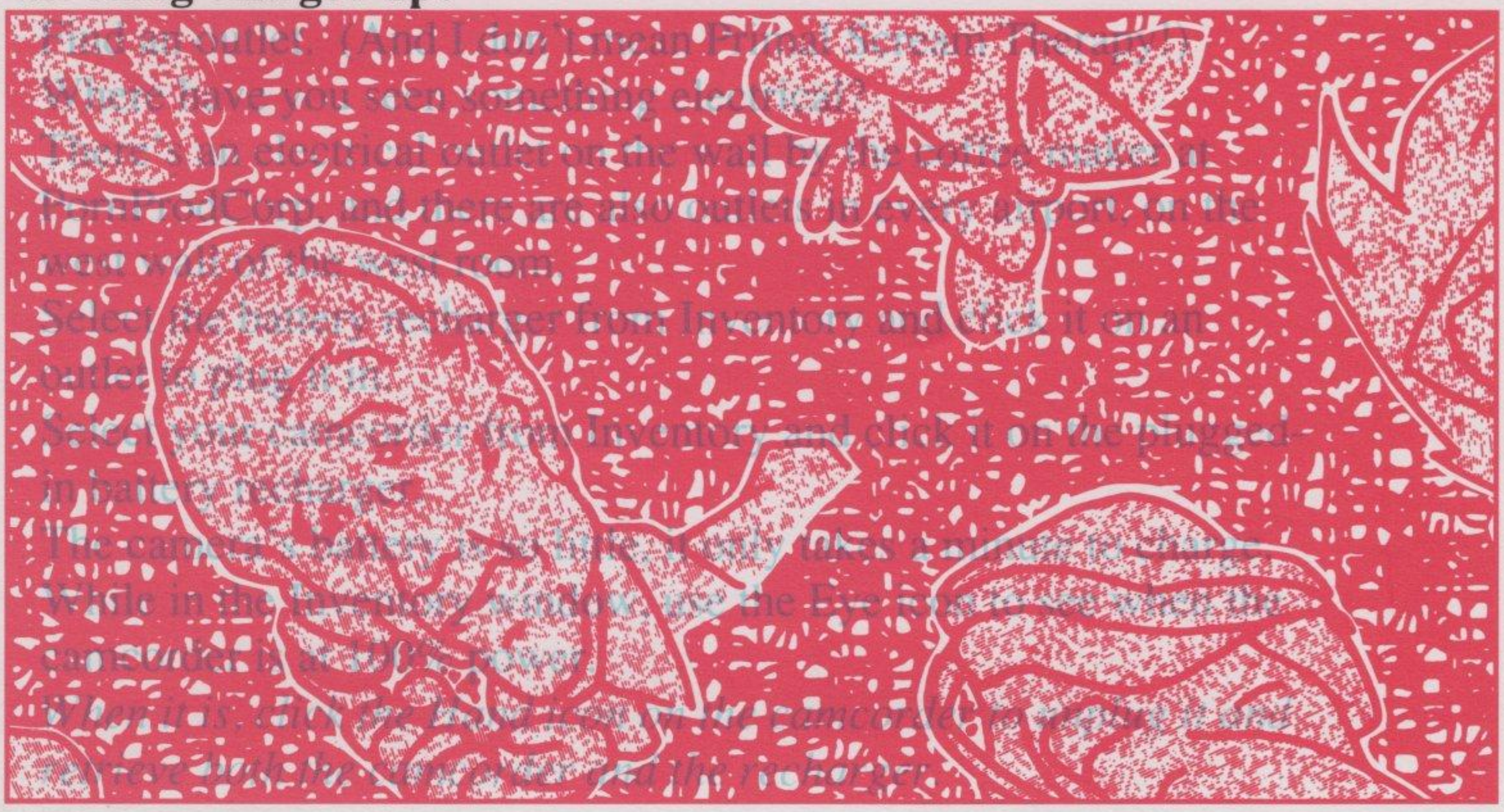
I found the correct videotapes; why won't they work in my camcorder?

-
-
-
- *

When I look at my camcorder, it tells me it's not charged. How do I go about changing that?

-
-
-
-
- *

I've got a camcorder and a device to charge its battery. What must I do to get the thing charged up?



I can't tell which tape is which. These tapes all look alike to me!

I'm ready to leave PornProdCorp, I think! Trouble is, there doesn't seem to be anywhere to go.

Larry's Limousine

When are we going to get to the airport?

-
-
-
- *

Nothing seems to work in this limousine.

-

Does anything work in this limousine?

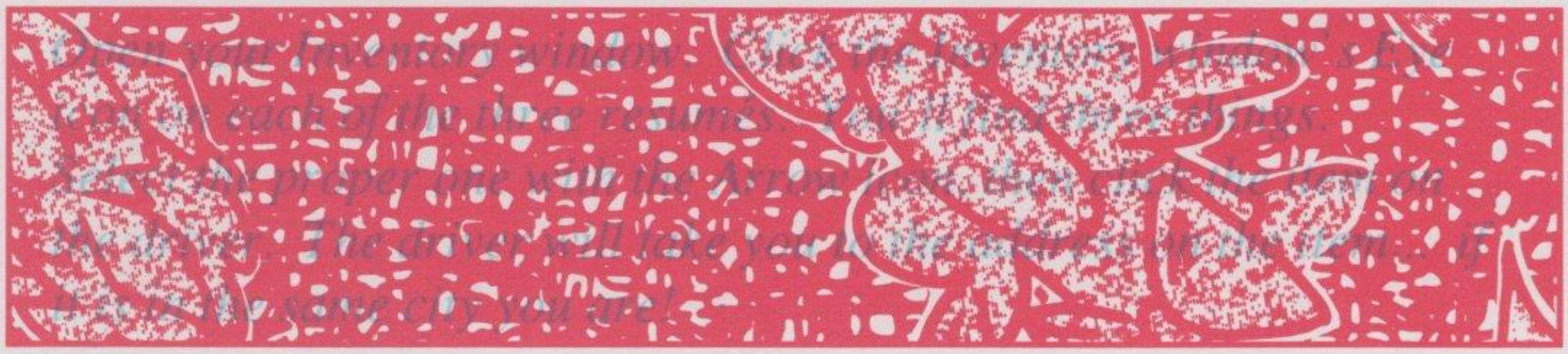
-
-
- *

Is there anything I can find in here?

-
-
- *

How do I tell my chauffeur where I want to go?

-
-
-
-



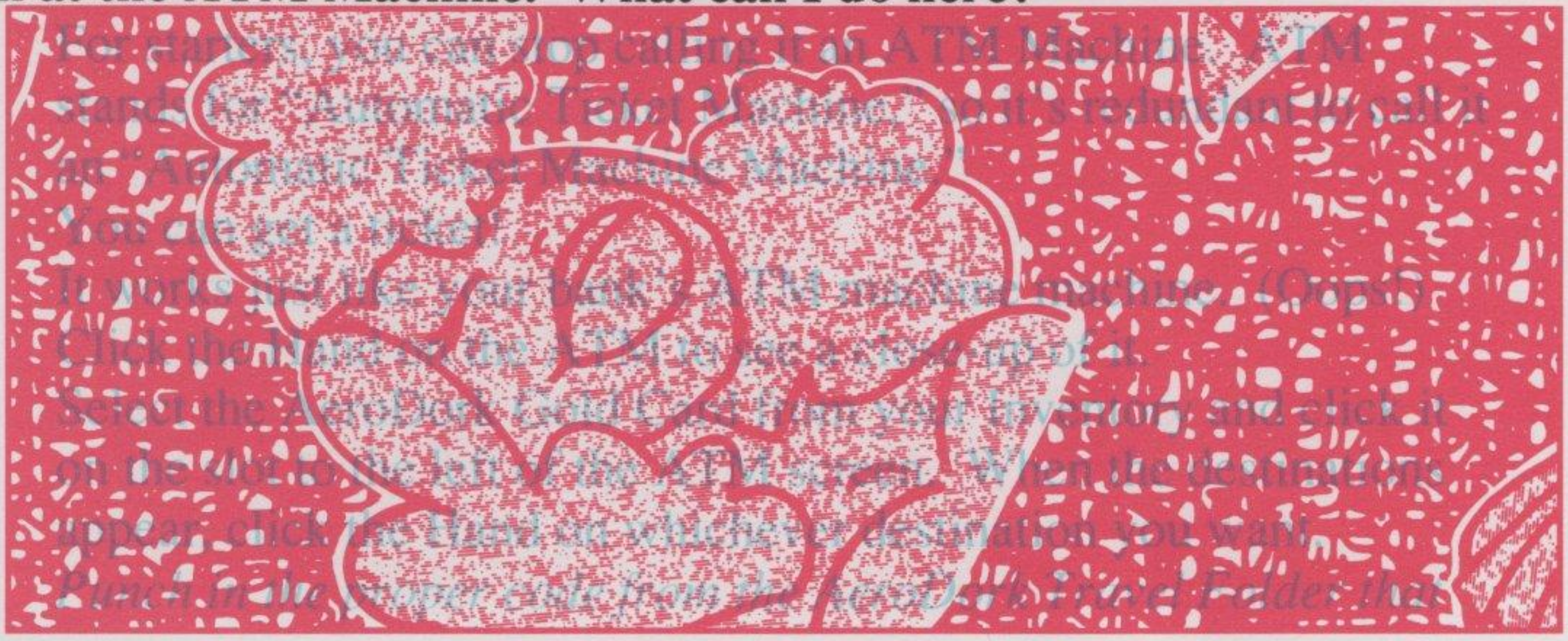
Airports and Airplanes

Be sure to also look under each city for Airport and Airplane hints specific to that city.

Huzzah... I've made it to an airport! Now I'm getting somewhere!

Can I go anywhere from this curb outside the airport?

I'm at the ATM Machine. What can I do here?



How do I know which destination to select first?

- *You don't.*
- *There's no way to tell in advance which destination to select first.*
- *That's because it doesn't matter. The order in which you visit the destinations is entirely up to you. We won't keep score.*

The ATM ate my AeroDork card! Looks like I'm hopelessly stuck now!

- *Actually, you're not very lucky.*
- *That's not a bad or a problem that has come up yet.*
- *Hardly anyone ever loses their AeroDork card. Still, you should report it to the ATM's owner.*

I'm in the Airport Terminal, but I can't find a gate or a plane!

- *There is one.*
- *Maybe you haven't found the right kiosk yet. Or perhaps you haven't become a member of the exclusive Airport Athletic Club yet.*
- *Are you sure you're in the right terminal? Just demonstrate your intended destination and we'll take you there immediately.*
- *Your destination is right in front of you. Can't you see it?*

When is my plane going to board?

- *Be patient.*
- *Sit down.*
- *Stop it. Later. Just make sure you've got your boarding pass and are in the AIR lounge.*

Once the plane is officially boarding, how do I get onboard?

- [illegible]
- [illegible]
- [illegible]
- *

Is there anything I can do onboard the plane?

- [illegible]
- [illegible]
- [illegible]
- [illegible]
- *

I've landed in a new city, but I'd like some transportation out of the airport!

- [illegible]
- [illegible]
- [illegible]
- *

Say, those gals behind the desk are CUTE! I bet they're the ones I'm after!

- [illegible]
- [illegible]
- *

I'm done with my three interviews, but I don't know where to go to next.

- [illegible]
- [illegible]
- [illegible]
- *

The plane is going to crash!

- [illegible]
- [illegible]
- *

I don't know how to fly an airliner!

-
- *

How in the world do I get out of La Guardia?

-
-
- *

Is there anything I need to do before I leave this airport?

-
-
- *

Got any spare change, man?

-
-
- *

All the phones here are broken!

-
-
- *

Where do I tell the limousine driver to take me?

-
-

-
-
-

I can't seem to get anything going with Michelle. Any tips?

- You can't take Michelle to a place that is noisy like a restaurant or a bar. Why don't you invite her back to your place and cook her dinner?
- Did you tell her that you are a computer programmer?
- Give Michelle your business card. Tell her to call you for a date.
- Give her the credit card you found inside the Dell computer.
- *Tell her that you found her on the Internet! Oh, by the way, what did you say her name was?*

I didn't get our little lunch session on videotape. What did I do wrong?

- Maybe you weren't sitting down. If so, you could have changed the light and thrown the whole thing off. Stay on the safe side.
- Maybe you were too busy looking at Michelle and forgot to turn on the camera. If you didn't know it, this is your first lesson in videography.
- Maybe you forgot to put in the videotape.
- *Maybe you didn't push the "record" button. Stay on the safe side. Sometimes it's a little more than one button.*

How do I get back to LaGuardia when I'm done at the Hard Disk Cafe?

- Walk. It's only a mile.
- Ask the cook if she'll drive you. Tell her you'll pay for the gas.
- *Call the police and tell them that you've been the victim of a crime. Tell them that you need to be taken to the nearest police station. Tell them that you're in La Guardia. They'll get the message.*

I didn't write down the number of the limousine service on that ad back at La Guardia. What is their telephone number?

- It's on the back of this handbook. Instead of reading this, you should have read it.

I'm all through with the Hard Disk Cafe, but Bertha won't let me make a call.

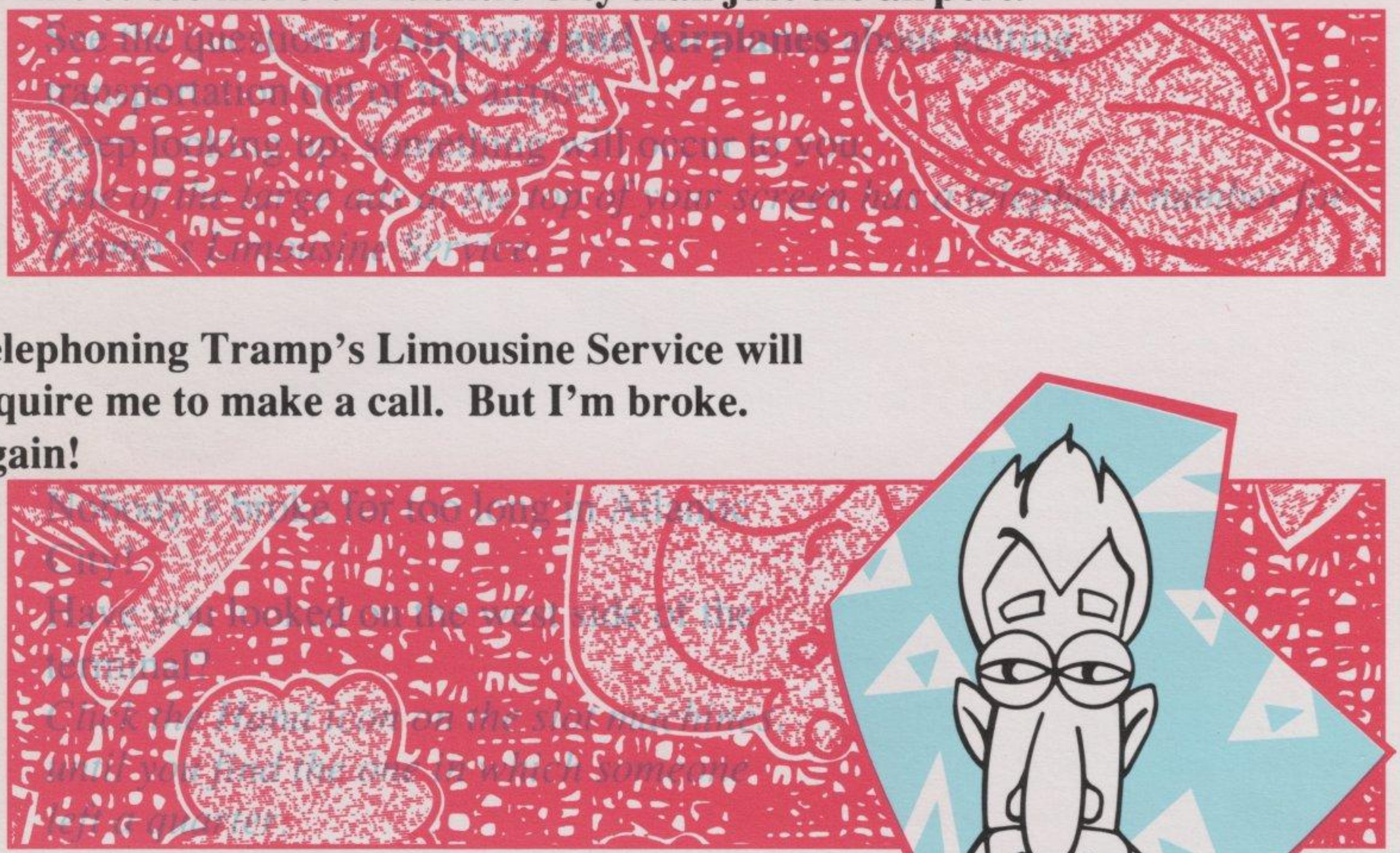
- *
- *
- *

TRAMP'S CASINO AND BOARDWALK

ATLANTIC CITY, NEW JERSEY

I'd like to see more of Atlantic City than just the airport.

- *
- *
- *



Telephoning Tramp's Limousine Service will require me to make a call. But I'm broke. Again!

- *
- *
- *

How am I supposed to call a limousine when all the phones are broken?

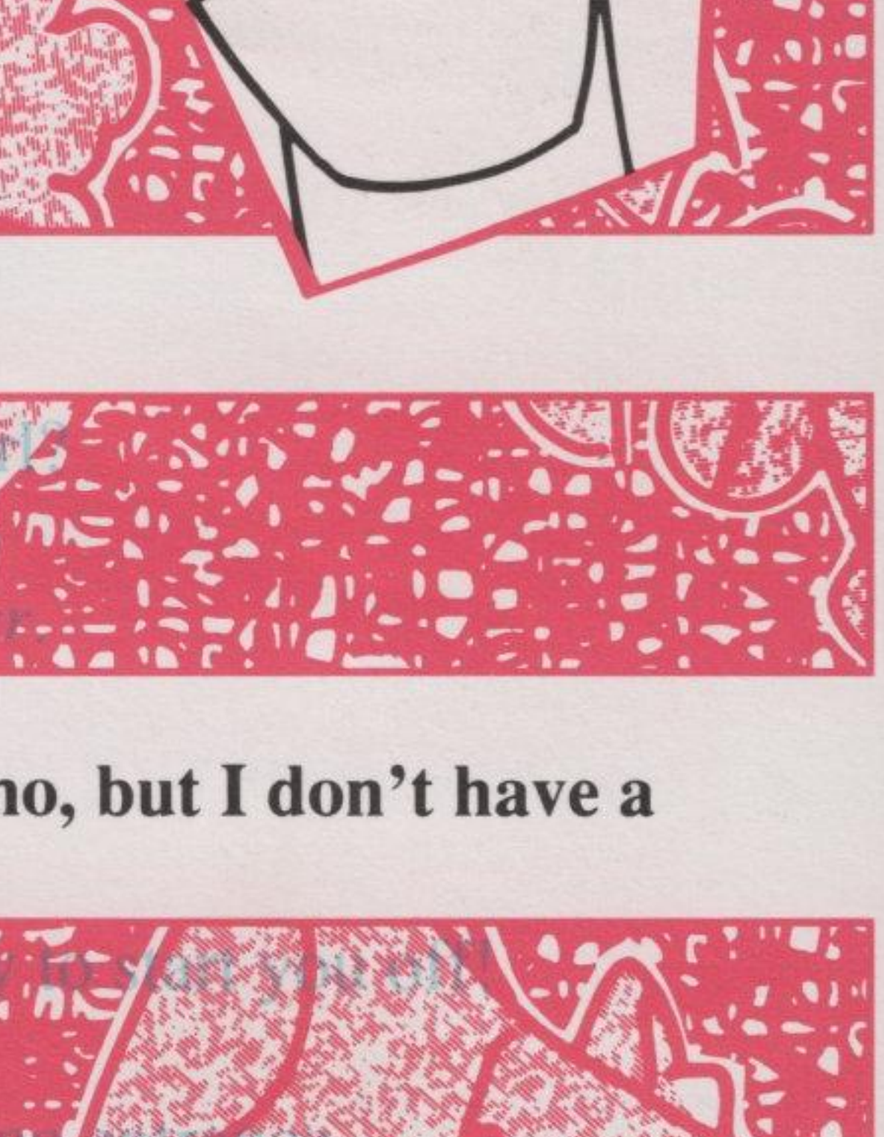
- *
- *
- *

Is there anything I need to do before I leave this airport?

- Maybe
- Is your connecting flight up
- Don't use the time to see all of

How do I get to wherever it is I'm supposed to be going?

- Everything is in the limousine. It's easy
- Suppose I go to the tunnels
- Second star to
- Something about Larry's limousine about
- Check



Where can I find that matchbook?

- Where would I find
- In your hand's reach
- Hidden by clicking

I'd love to do some gambling at the Tramp Casino, but I don't have a penny to my name!

- Don't worry, they're more than happy
- Don't be afraid
- Walk
- Take
- Like

Can I can play any of the games inside the casino?

- Yes, a couple
- Of course you can. This isn't Las
- Hand over

I'm not doing too well at this video poker. What's the secret?

- [illegible] telling, because once you [illegible] to find out.
- You'll have to play the video poker game. But you don't have to [illegible].
- [illegible] playing computer games [illegible] simulate. You can't cheat [illegible].
- All right, Al, I [illegible] talked me into it. Take [illegible] bucks. Now you [illegible] I've lost a hand. [illegible].
- *Wrong answer. Please [illegible] such behavior.*

I've gambled away all my money! I'm penniless at Tramp's Casino!

- *Only [illegible].*
- *You can't [illegible] Tramp's [illegible].*
- *Return to the [illegible] of The Casino [illegible] Boardwalk [illegible] Boardwalk!*

Gee whiz, Al, this Video Poker game is great! I could play all night! Should I?

- [illegible] Hey, Al, [illegible] Hennessy's [illegible] Video Jackpot [illegible].
- [illegible] Sorry, should've [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible].
- *You [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible].*

How long is this Boardwalk?

- Truth [illegible] [illegible] [illegible] [illegible] [illegible] [illegible].
- Serious [illegible].
- *Never [illegible] [illegible] [illegible] [illegible] [illegible] [illegible].*

Am I supposed to try to rescue the volleyball player?

- Yes.
- Sal only [illegible] [illegible] [illegible] [illegible].
- *Sal only [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible].*

Is there anything I need on the Boardwalk?

- No. It's best to leave anything you need in one of the stores on the Boardwalk.
- Well, far enough down the Boardwalk and you'll come to Lana's Skates, Etc. Head there.
- * *You'll need to rent a pair of roller skates. Cost is around $20 (or about 350 Tranz Bucks).*

I know Lana's around here somewhere, but I just can't find her!

- She could be found skating somewhere on the Boardwalk.
- Try asking the rental staff if they've seen her around and until you find her.
- * *Take to the Boardwalk and look for her. Keep your eyes out!*

Where is that roller-skate rental place?

- It's on the Boardwalk, not far from the Ferris wheel.
- * *It's about halfway along the Boardwalk.*

How do I get these #)(@#$)&%? skates on??

- Hey, this is easy, isn't it?
- Trying won't let you put attention in her skates. Find a place outside the Boardwalk, take the skates for a test-run, and then you'll be ready to hit the Boardwalk in great style.
- * *Take to the Boardwalk and look for her. Keep your eyes out!*

How do I get these $#@()@#! skates off?

- Need help with your skates?
- Ask the staff at the skate rental shop. You put them on, they can take them off.
- * *Head back to the skate rental shop. They'll take them off for you.*

How do I get my deposit back from Ivana?

- Give her back her property.
- Return your skates, then walk into her shop.
- Return the skates from Ivana's shop and she'll give you back your deposit. You get back all of your money, after you've returned the skates to Ivana.

*

"Help! I'm swimming, and I can't get up!"

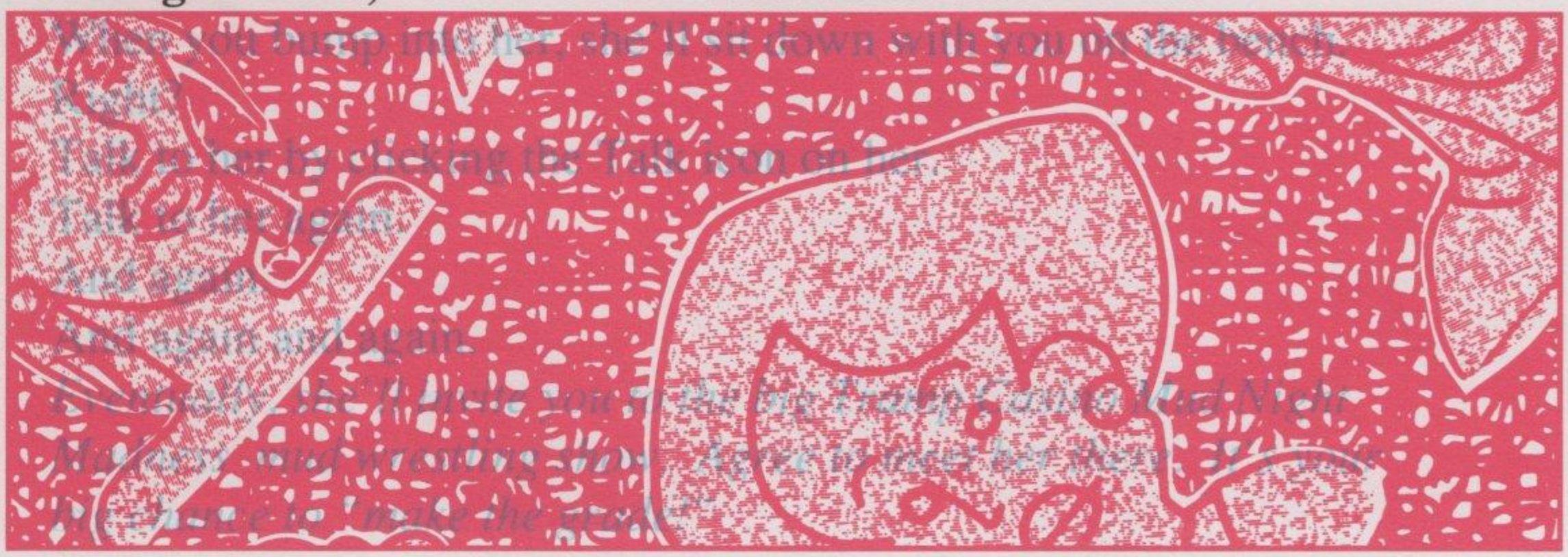
-
-
- *

Lana doesn't seem to acknowledge me. Is it my breath?

-
- *

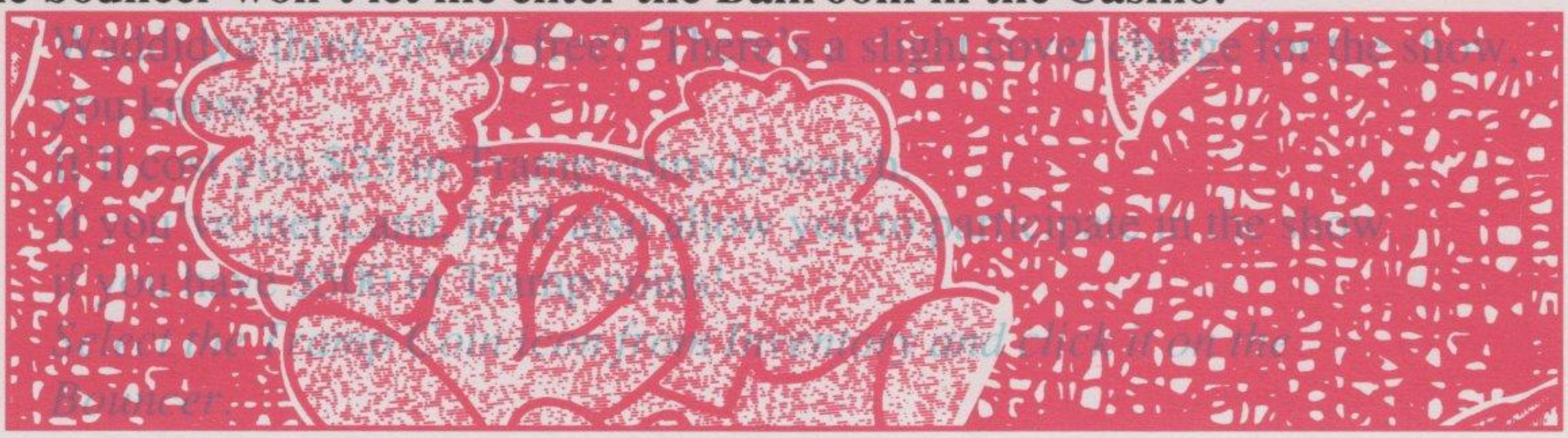
I'm talking to Lana, but she doesn't seem interested in me.

-
-
-
-
-
- *



The bouncer won't let me enter the Ballroom in the Casino!

-
-
-
- *



I can only watch Jennifer Jiggle in the Ballroom!

- That's a whole lot better than being able to watch Jennifer Jiggle!
- I'm skating here, so I'm not in the Ballroom!
- *After Lana gets up from the Mud Pit, we have a little wrestling match, but it gets turned off before it gets good.*

Lana just stands ankle-deep in mud, deriding my manhood.

- That's only agreed to watch. Do you think you're bouncer?
- You must pay the bouncer $200. If you don't have it, you're not getting in until you do.
- *Lana kicks me down, then says $50 and I'm back in. Lana enters the mud with the edge of the screen.*

I'm getting down and dirty in the mud with Lana, but there's body parts all over the screen! What am I supposed to do about that?

- There aren't any body parts in the mud. Only Lana's parts.
- Clear out the mud with your mouth.
- Grab Lana's ankle and drag her around the screen with the hand cursor. Those body parts will be gone (or so you hope).
- *Just keep clicking and Lana will eventually run out of body parts to remove. Or you can click on the mud to get rid of it.*

I didn't get our little mud tussle on videotape. What did I do wrong?

- Were you recording? If not, you could have rewound the tape and recorded over the boring stuff.
- Were you recording? You should have noticed the red light on the camera. Back at Rotunda 9, you'll have to pay to record anything.
- Did you forget to put a tape into your camcorder?
- Maybe you simply neglected to hit the camcorder's "Record" button. Get it down in your instruction book just before Lana comes out.
- *Video Camcorder Not Included. Available from Radio Shack and other fine electronics retailers.*

I'm done in Atlantic City, I think! How do I get back to the Airport?

-
-
-
- *

I have this nauseating feeling I forgot to do something in Atlantic City.

-
-
- *

DOC PULLIAM'S DENTAL HYGIENE HEAVEN
MIAMI, FLORIDA

I want out of this airport. It's full of depressing references to very old people and drug addicts.

-
-
-
- *

Buddy, can you spare a quarter (or two)?

-
-
- *

There's got to be a phone I can use here somewhere!

-

I don't have the money to pay the company I just called!

-
- *

Where do I find what I just purchased over the phone?

-
-
- *

Where should I tell the limousine driver to take me?

-
-
- *

Hey, I bet I can find Chi Chi in that Gym-Dandy Gymnasium! How do I get inside? The door's locked!

-
-
- *

The only appointment I can get at Doc Pulliam's is months from now! I hope this game doesn't play in real time! How do I get in to see Chi Chi?

-
-
-
-
- *

That Chi Chi is a knockout! But how can I get her to, uh, err, you know... like me more?

-
-
-

*

What's that you say? She wants what? I don't have one of those!

-
-
-
-
*

I didn't get our gymnastics session on videotape. What did I do wrong?

-
-
-
-
-
*

Where's my limo? I'm ready to go back to the airport! How do I arrange transportation?

-
-
-
*

F.B.I. Headquarters

Washington, D. C.

Commander Twit is just standing there, watching me. What do I do here?

- Pretend to see if you have an interest in the area.
- Run from the area.
- * Salute Commander Twit and ask permission to enter the area.

Should I copy down all this information Commander Twit is giving me?

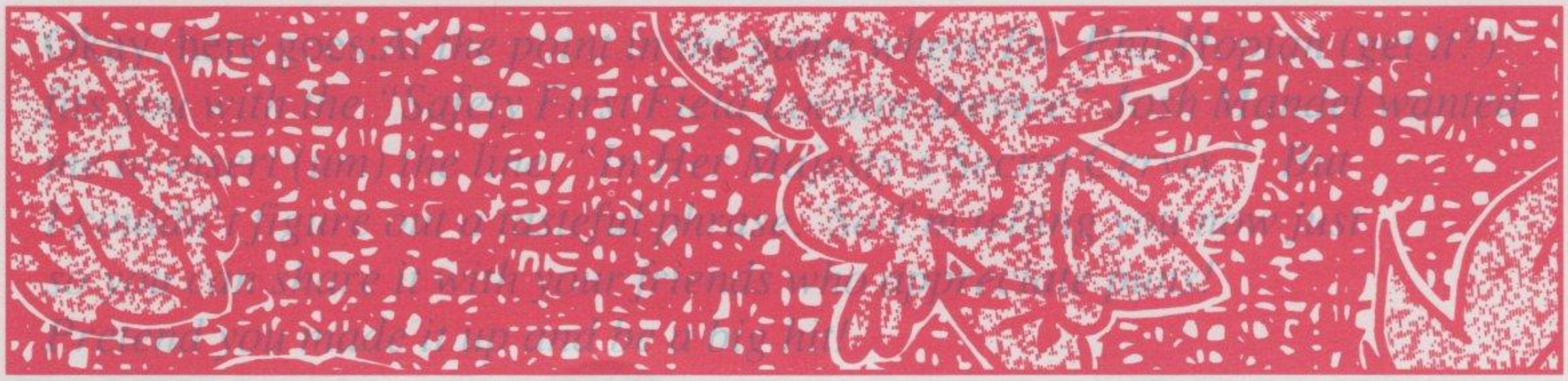
- Look at him like he's crazy.
- Write down everything he says.
- * Wait to see what he does.

I've been fitted with a "Safety First Field Locator Device" but now the lab is deserted.

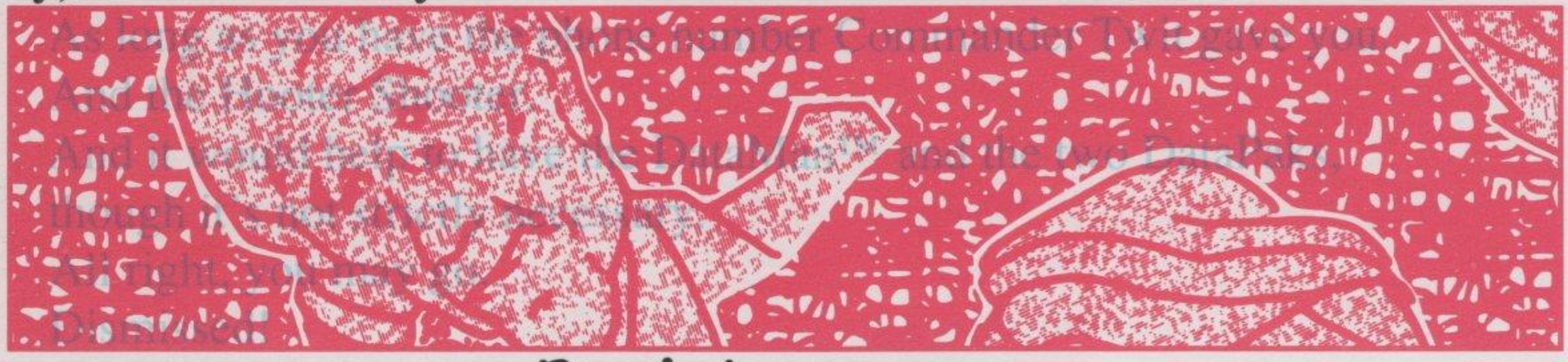
- Do a little more exploring.
- Head for the exit.
- Find the PataMan and ask him what's going on.
- * Use the computer.

The sonic transducer is causing my "Safety First Field Locator Device" to tingle and vibrate.

- Yell — this is an emergency situation!
- Head for the sonic transducer. You've got to find out what is causing this.
- * Look for the source of the sonic transducer.



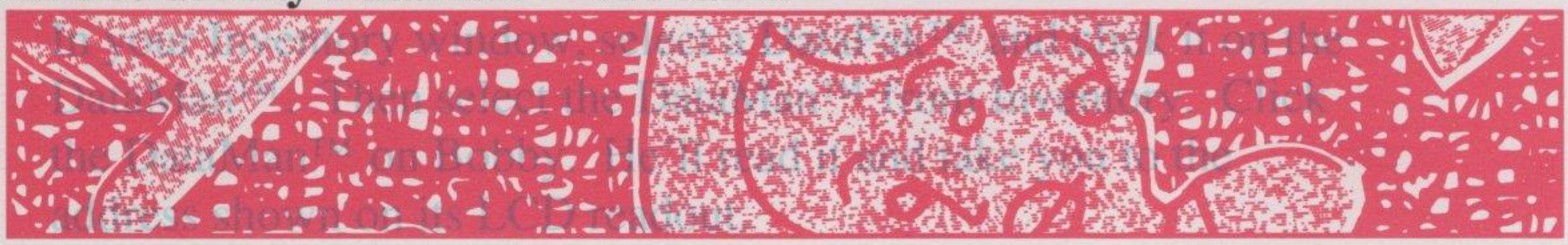
Okay, am I done here yet?



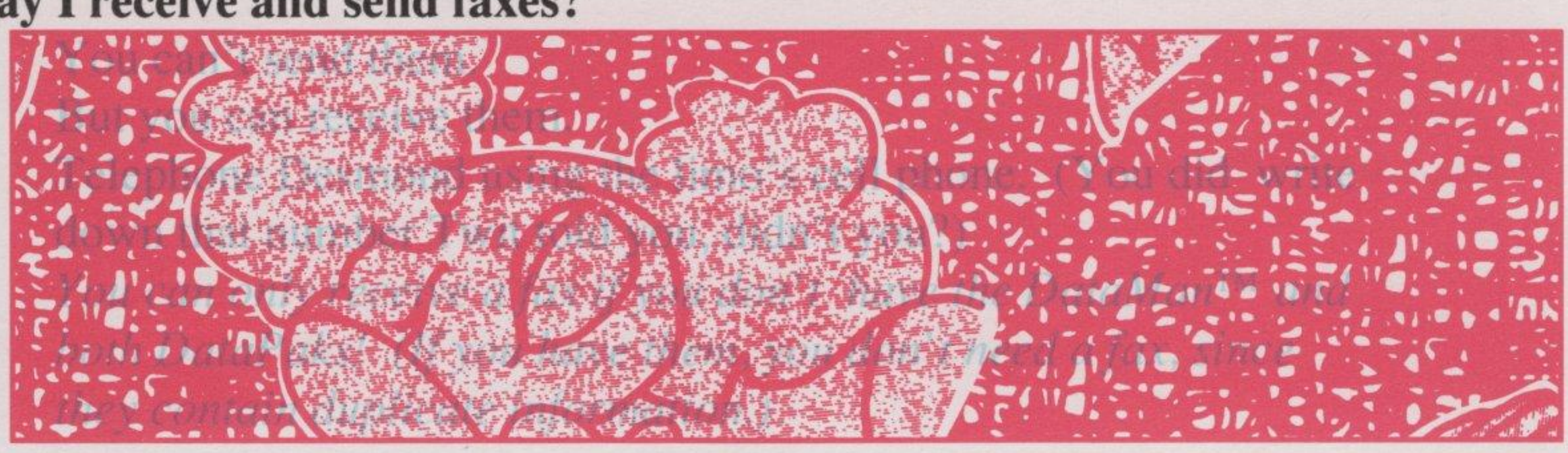
PATTI'S LIMOUSINE

How do I tell Bobby where to take me?

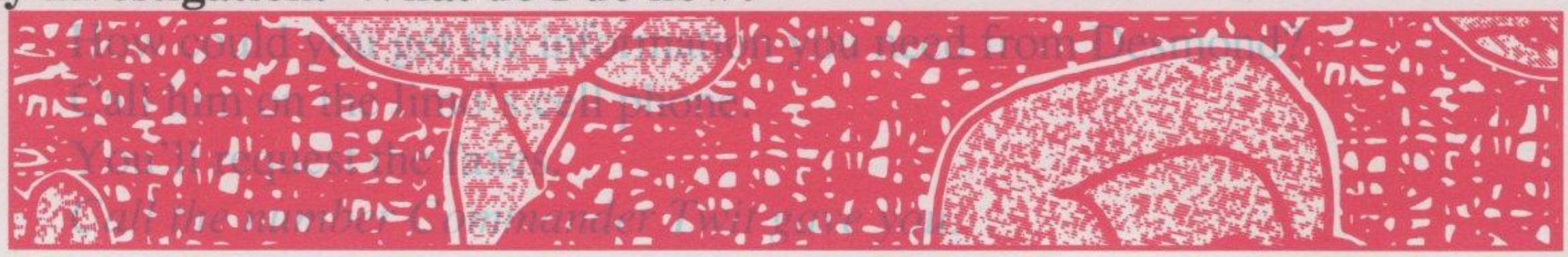
I'd like to use my DataMan™ but can't.



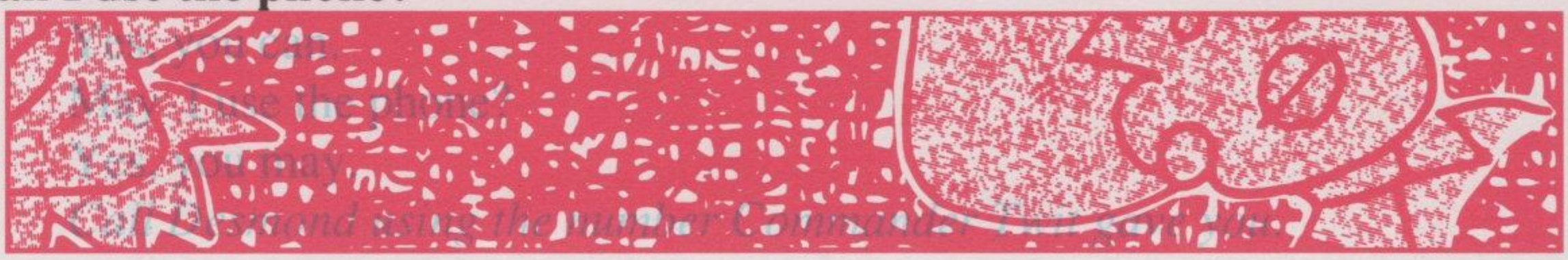
May I receive and send faxes?



I left the F.B.I. without getting the information and addresses I need for my investigation. What do I do now?



Can I use the phone?



Who should I investigate first?

Is there anything in this limo that I need?

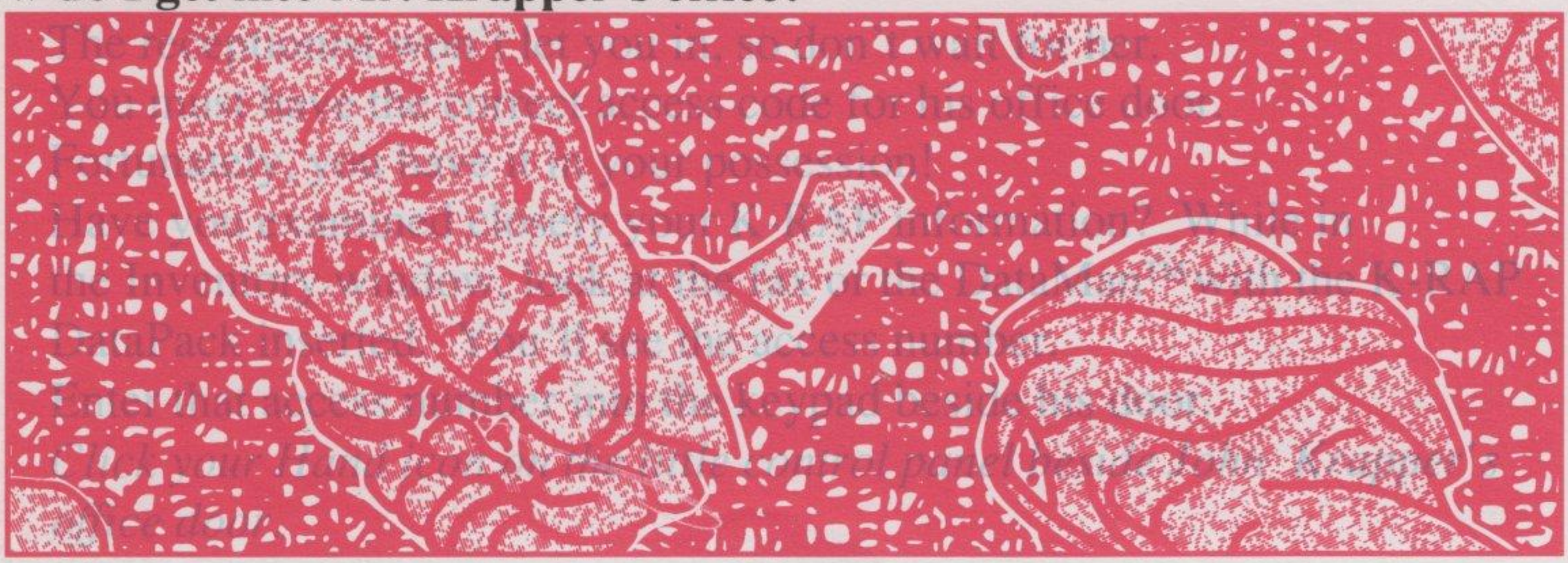
The fish is making rude comments about my perfume.

"K-RAP RADIO"
PHILADELPHIA, PENNSYLVANIA

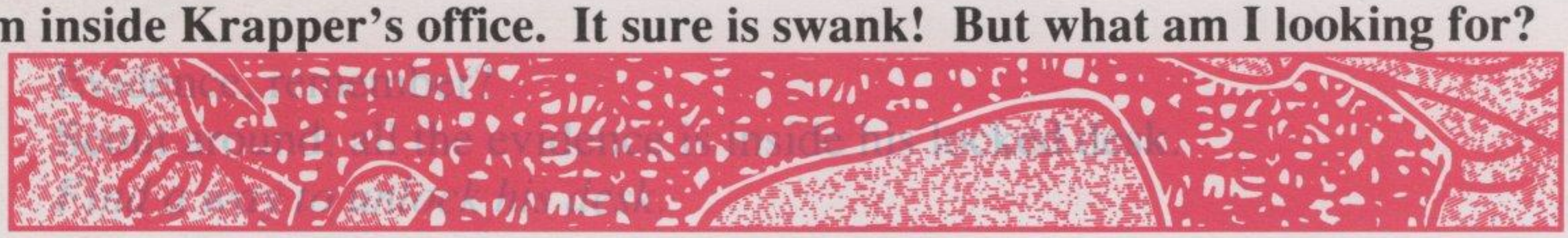
How did I get here?

I'm outside of K-RAP. What a tiny building! This should be a cinch.

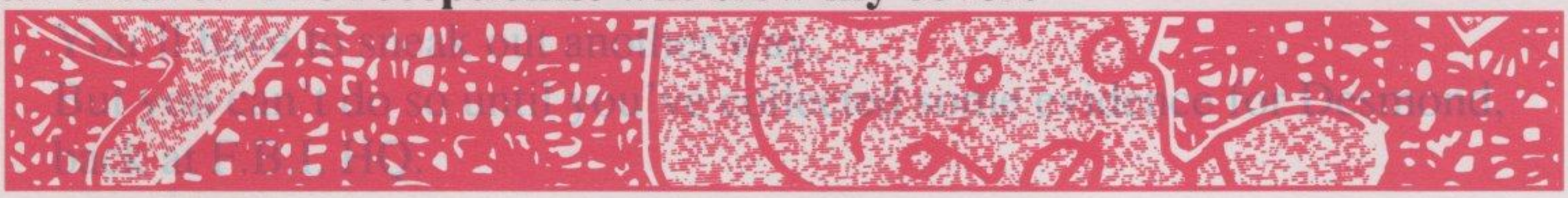
How do I get into Mr. Krapper's office?



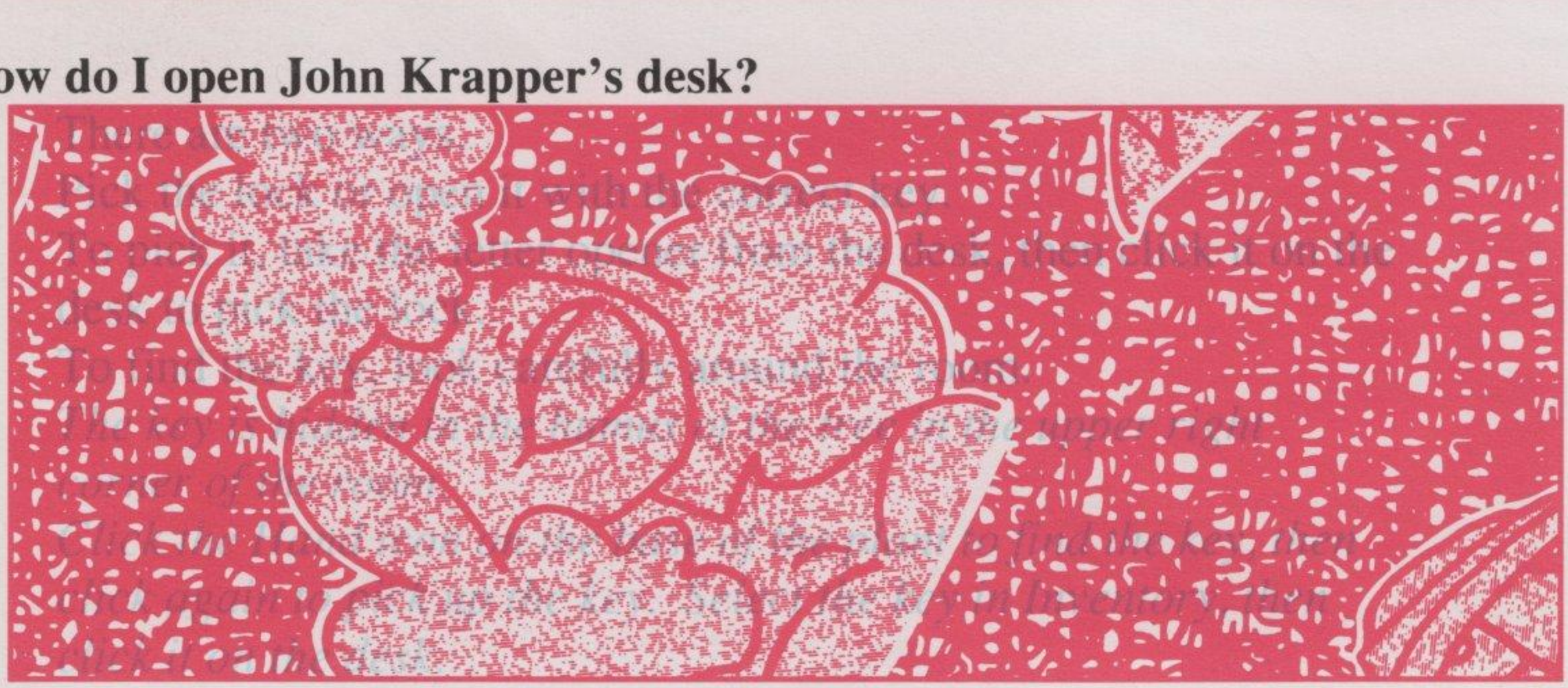
I'm inside Krapper's office. It sure is swank! But what am I looking for?



I can't leave! The receptionist will blow my cover!



How do I open John Krapper's desk?



What do I need from John Krapper's office?

-
-
-
-
-
- *

Why can't I remove that evidence from John Krapper's office?

-
-
- *

How do I get outta here? I can't go the way I came in, and there doesn't seem to be any other exit.

-
- *
- *

I'd love to take a shower, but the game thinks I'm not dirty!

-
-
-
-
-
- *

I'm buck naked at the bottom of the elevator and without my Inventory, too! What shall I do?

-
-
- *

Since I'm missing my clothes and everything in my Inventory, shall I restore to an earlier game? Should I find another way to handle that shower?

-

I can't go upstairs and I can't find an exit. I'm down among the studio doors, but they're all locked. Now what?

-

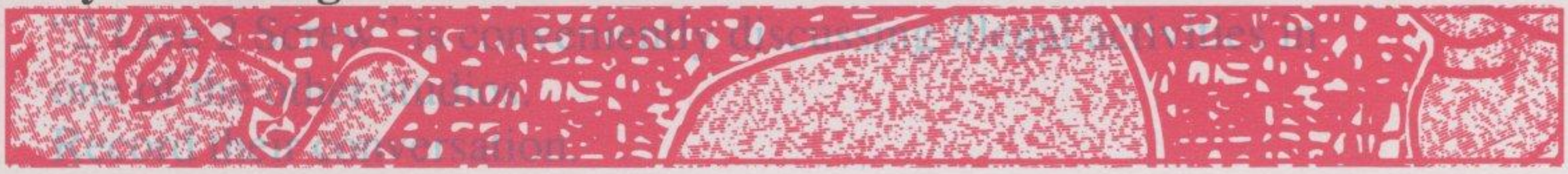
I've found Control Room B, but I just can't get into it.

-

I'm inside an empty control room. Is there anything to do in here?

-

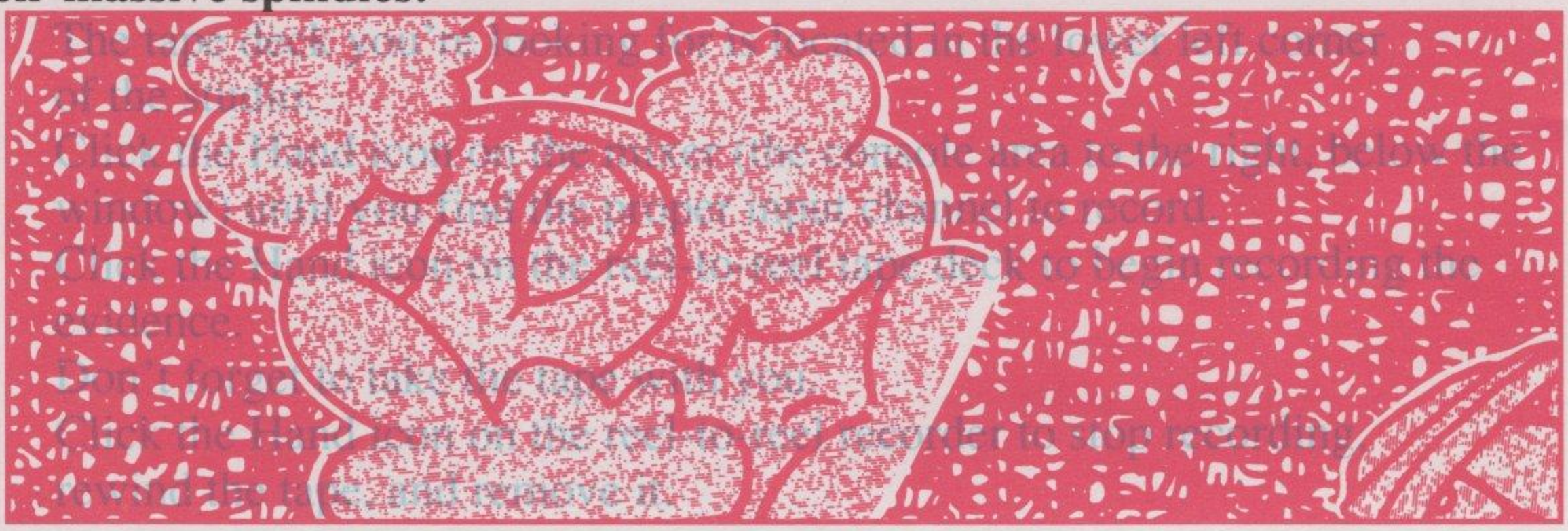
Exactly how do I gather evidence while in this control room?

- 

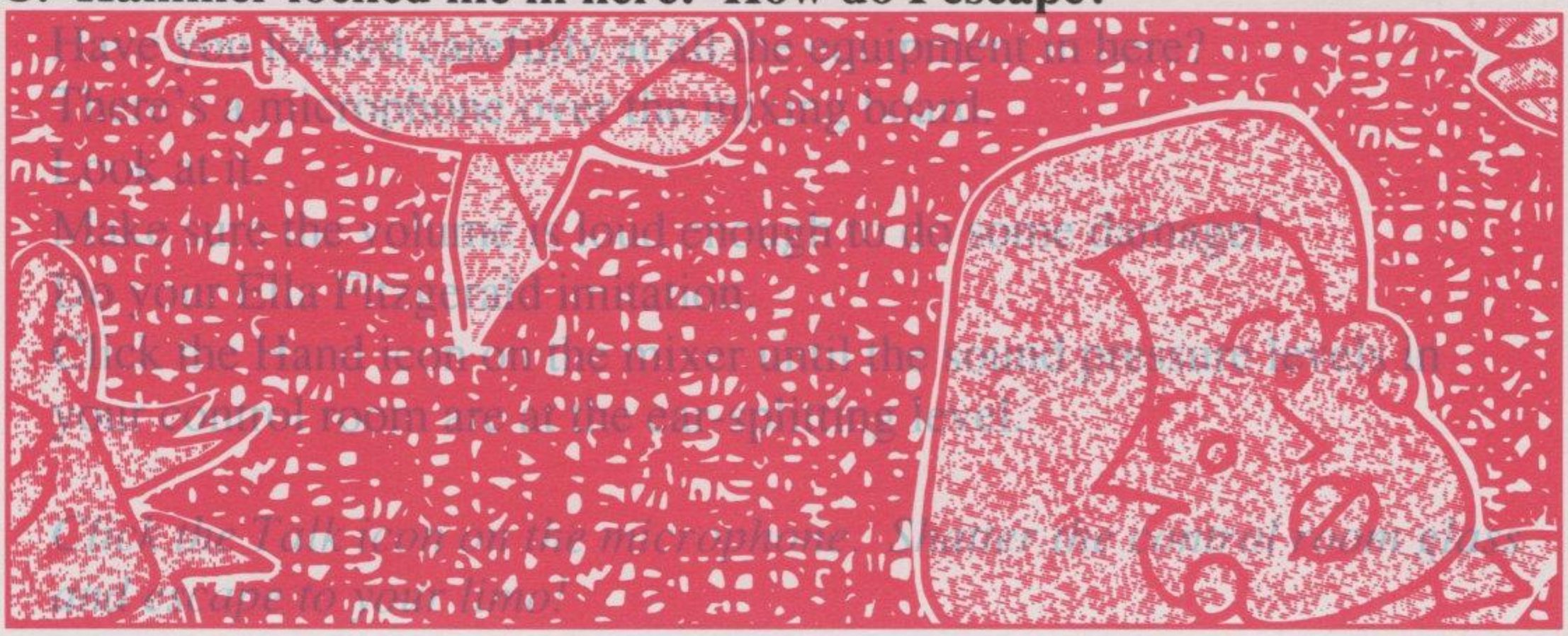
I have no tapes that fit these recorders.

-

My tape won't fit on these machines. It says "your hole is too small for their massive spindles!"

- 

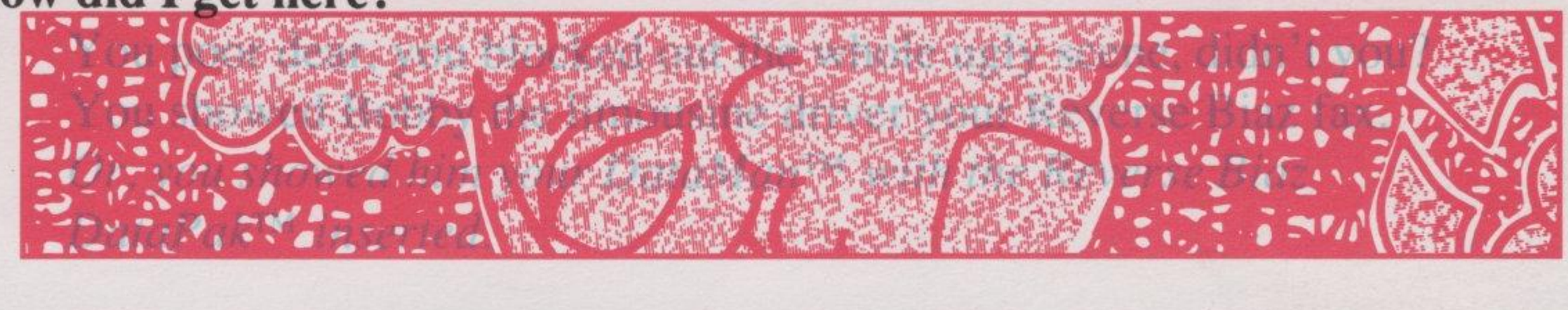
P. C. Hammer locked me in here! How do I escape?



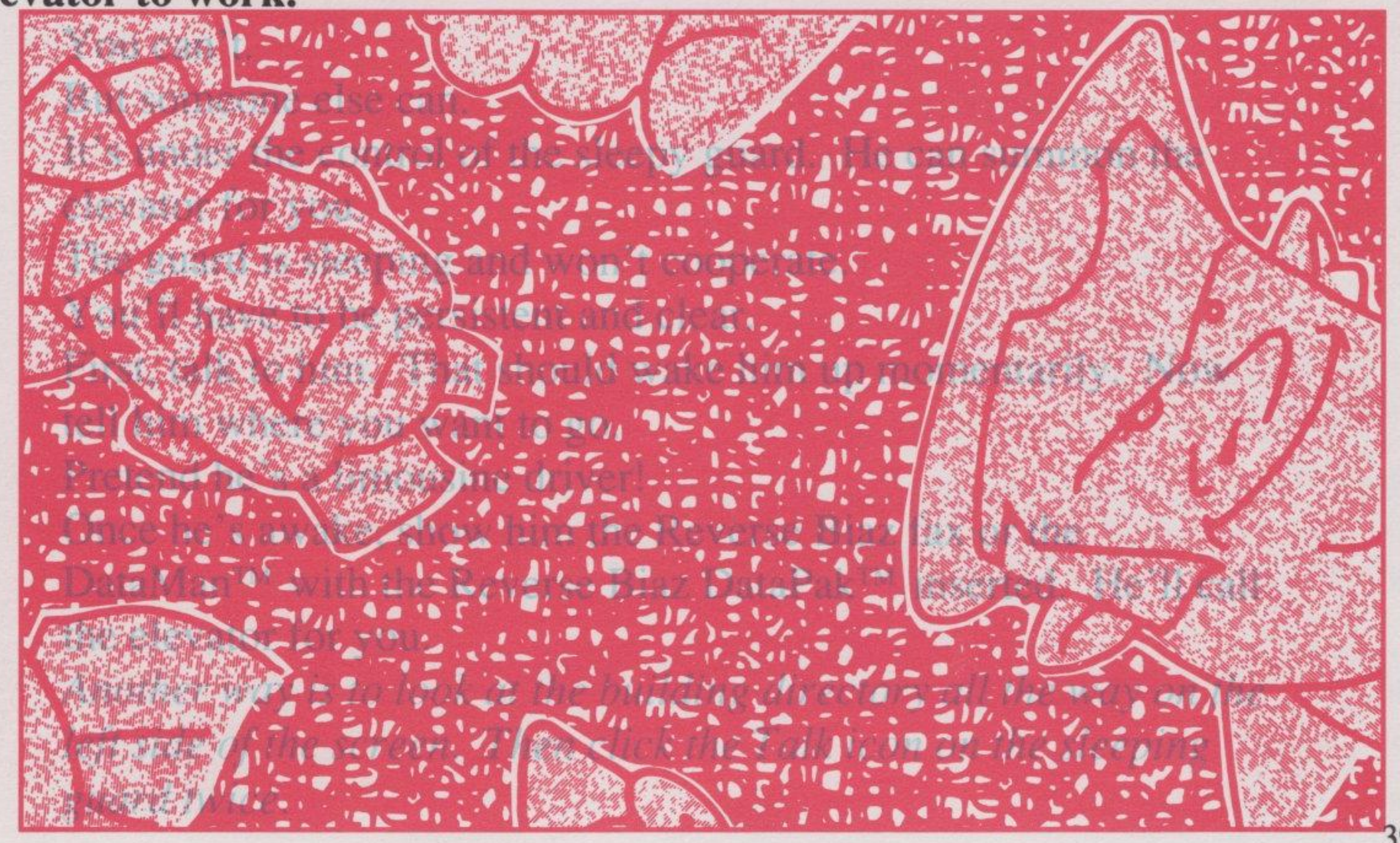
"DES REVER RECORDS"

BALTIMORE, MARYLAND

How did I get here?



I'm inside the magnificent Shill Building, but I can't seem to get the elevator to work.



I'm in the lobby of des Rever Records, and I can see Reverse Biaz behind a pane of glass. Should I just waltz on over there?

- *(illegible)*
- *(illegible)*
- *(illegible)*
- *(illegible)*

I finally got myself a Gold Record! Now what do I do with it?

- *(illegible)*
- *(illegible)*
- *(illegible)*
- *(illegible)*

Just what evidence should I find on the Gold Record?

- *(illegible)*
- *(illegible)*

How do I operate the stereo?

- *(illegible)*
- *(illegible)*
- *(illegible)*
- *(illegible)*
- *(illegible)*
- *(illegible)*
- *(illegible)*
- *(illegible)*
- *(illegible)*

Reverse Biaz obviously expects me to do something in this recording studio, but I have no idea what.

-
-
- *

I'm trying to make this gig happen, but I know nothing of music, let alone improvisation! Will I blow my cover?

-
-
- *

I'm in the Control Booth with Reverse Biaz! But I can't get any hard evidence.

-
-
-
-
- *

I have a cassette from Reverse Biaz, but why do I think I could have gotten even more evidence of his scurrilous activities?

-
-
- *

This is a long sequence! Is there anything for me to do here?

-
- *

Uh-oh! I'm being held at gunpoint! What to do, what to do?

-
-
- *

When You're Finished

WARNING! Don't read this section until you've already finished the game. It may tip you off to things you don't want to know about unless you've seen the ending.

Important Numbers

Have you tried...

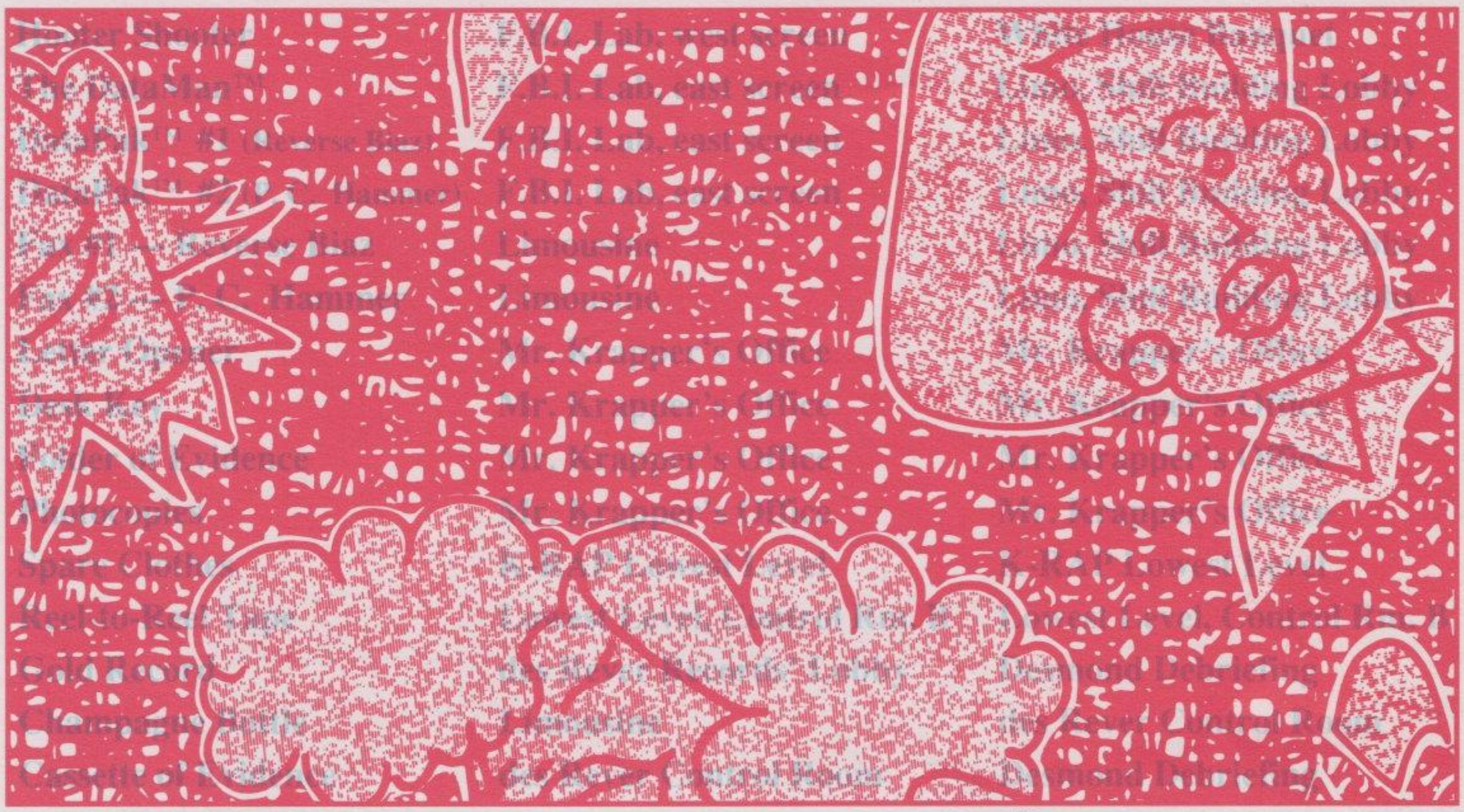
OBJECTS

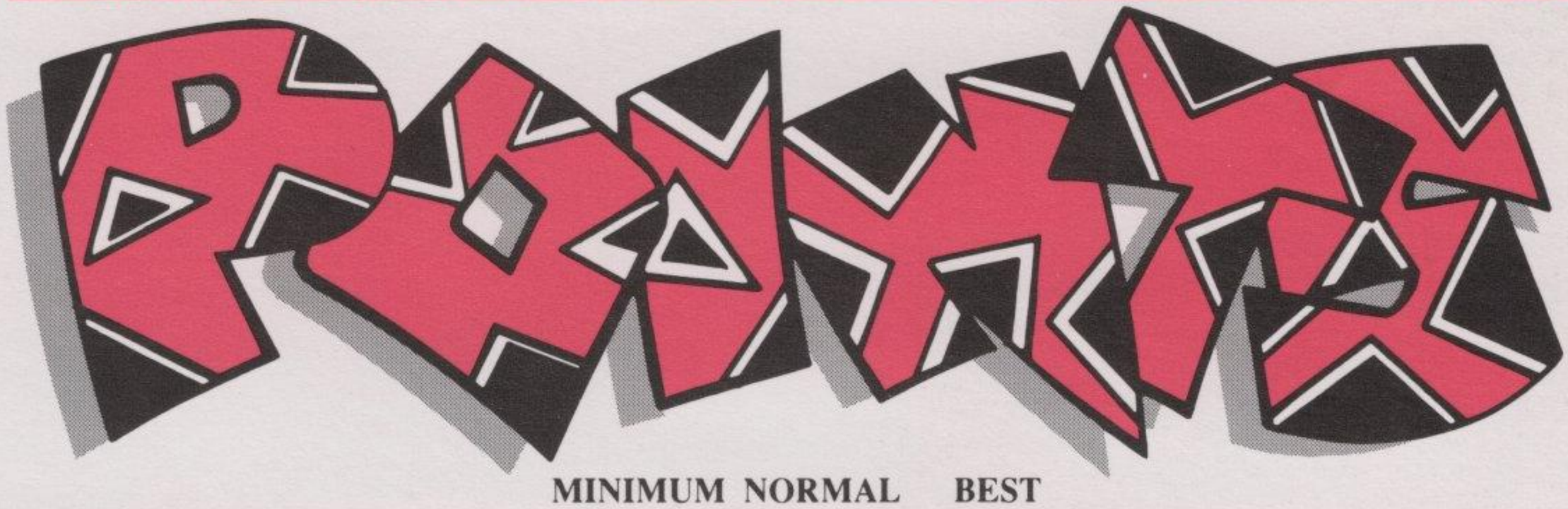
LARRY'S OBJECTS

OBJECT	WHERE FOUND	WHERE USED

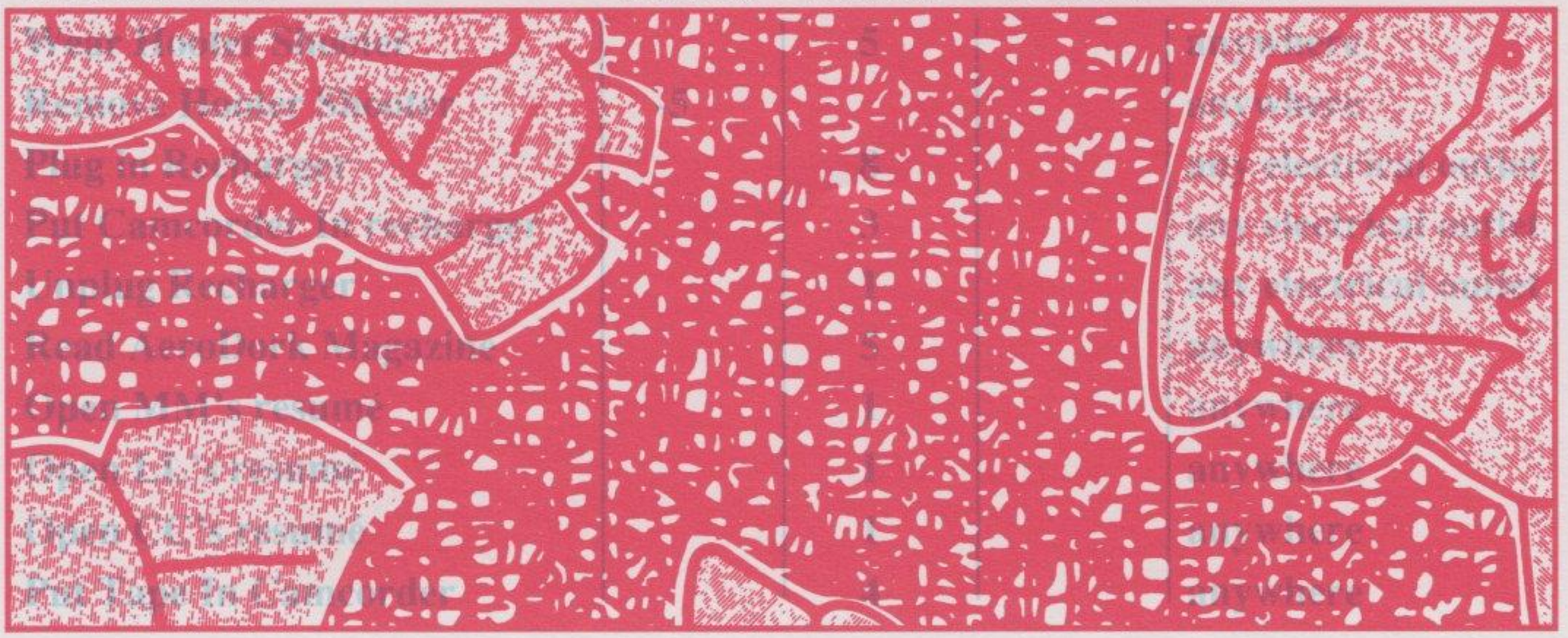
PATTI'S OBJECTS

OBJECT **WHERE FOUND** **WHERE USED**





DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE



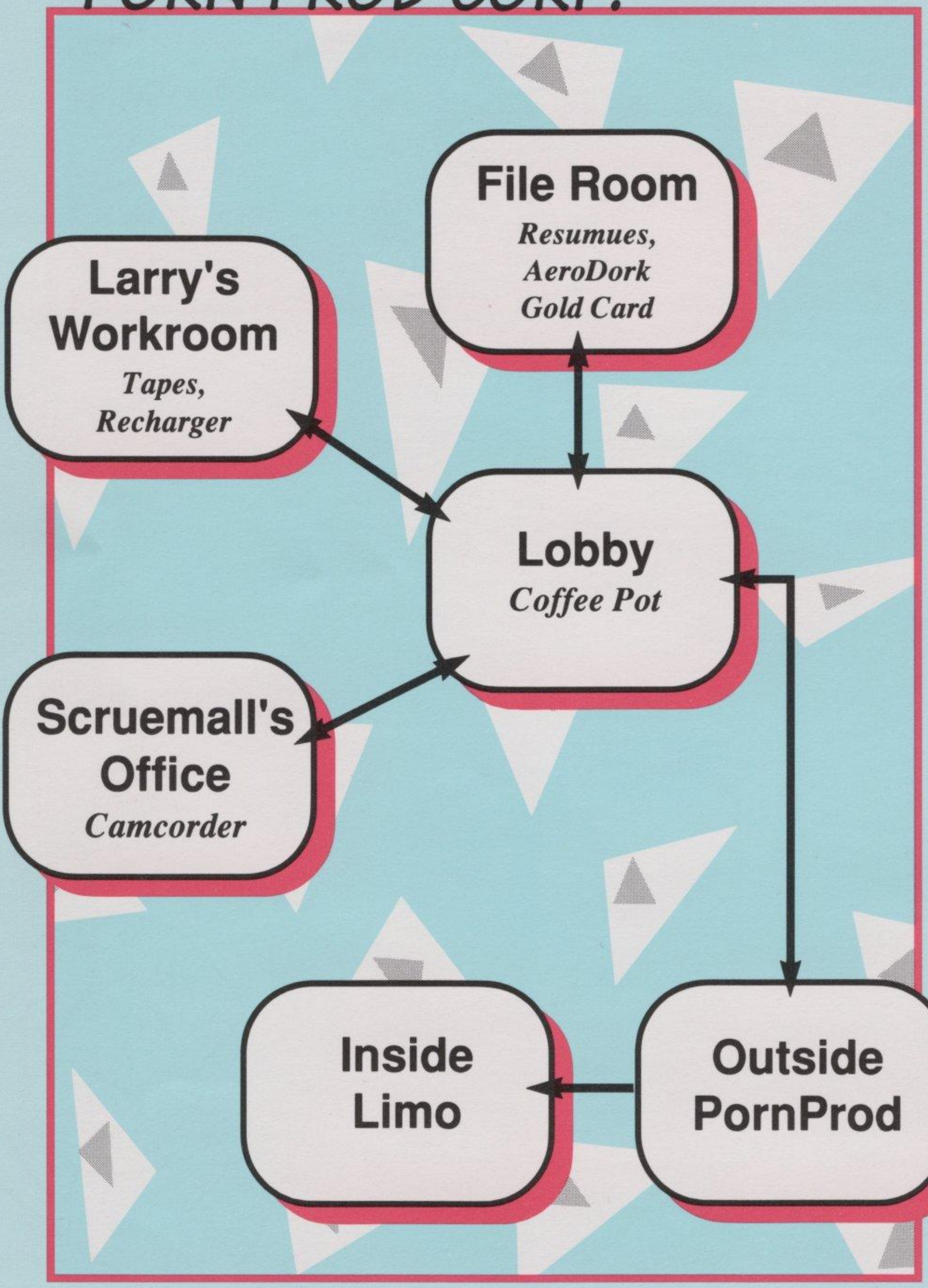
DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE

DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
The Operators Magazine	5	100	200	Airborne
See Airplane				
See Booster Shooter Range				
See Elevator Debris				
See Fuselage				
See Phone Number				
See Radio Frequency				
See Runway				
See Information				
See Landing Gear				
See DC Metal Detector				
Baggage Claim				
Boarding Pass				
Request Assistance				
Call Checkpoint Security				
Enter Underground Tunnel				
Enter Underground Tunnel as Labor				
See Michele walk by				
Talk to Michele				
Give Michele Dirt Trotter				
See Michele Eat Gold				
Gate Agent				
Hear 11 reverse message				
Hear 78 message				
Hear 78 reverse message				
Hear Voice				

DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE

DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

PORN PROD CORP.



Aboard AirPlane
Magazine

Chartreuse Carpet Lounge

ALL AIRPORTS

West Lobby
Quarter

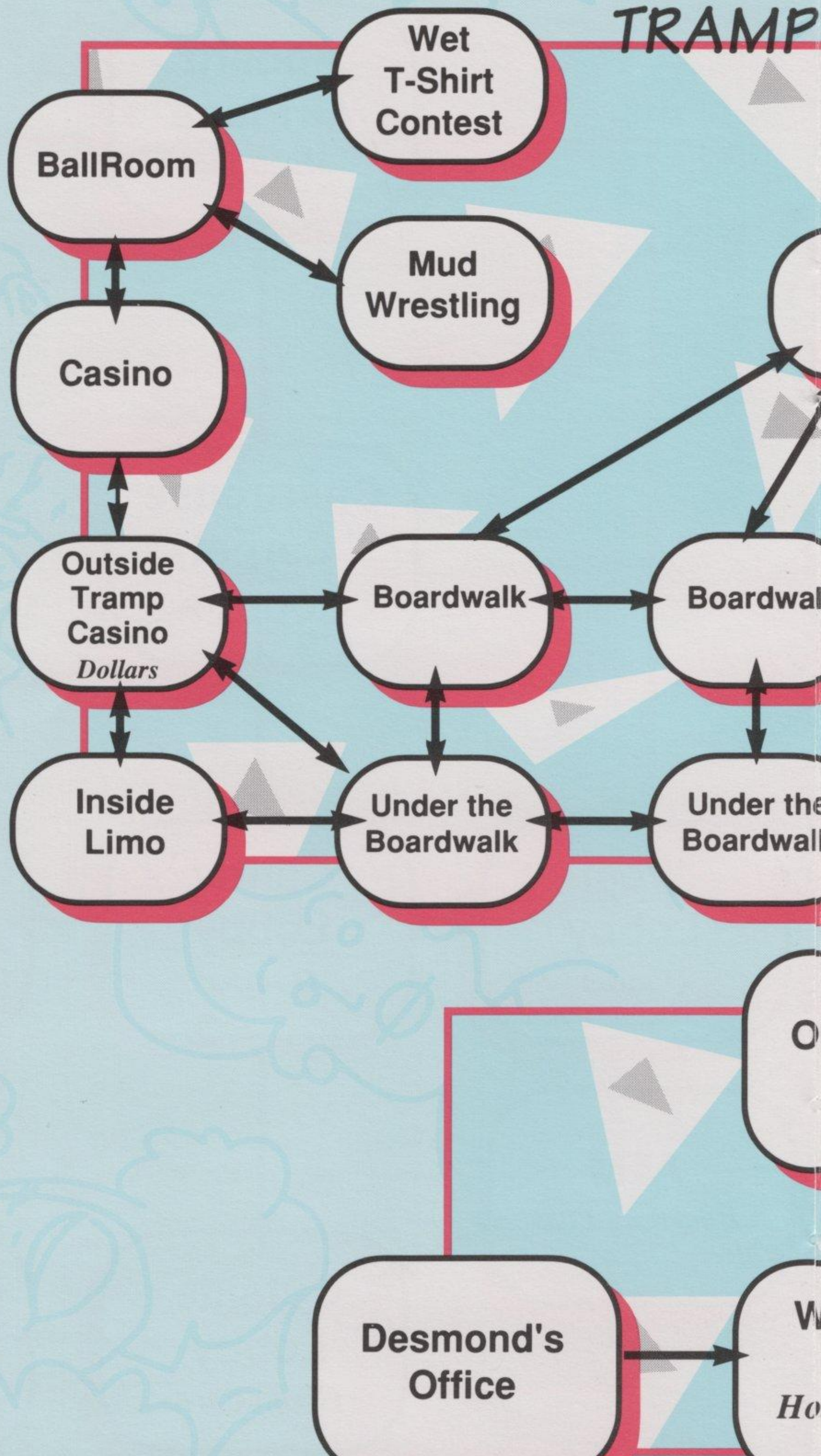
Center Lobby
Quarter

East Lobby

ATM
Boarding Pass

Outside Lobby
Green Card

Inside Limo


TRAMP
Wet
T-Shirt
Contest
BallRoom
Mud
Wrestling
Casino
Outside
Tramp
Casino
Dollars
Boardwalk
Boardwal
Inside
Limo
Under the
Boardwalk
Under the
Boardwal
Desmond's
Office

CASINO

Lana

Ivana's Skates
Skates

k

Boardwalk

Boardwalk

Boardwalk

e k

Under the Boardwalk

Under the Boardwalk

Under the Boardwalk

FBI

utside FBI
Limo

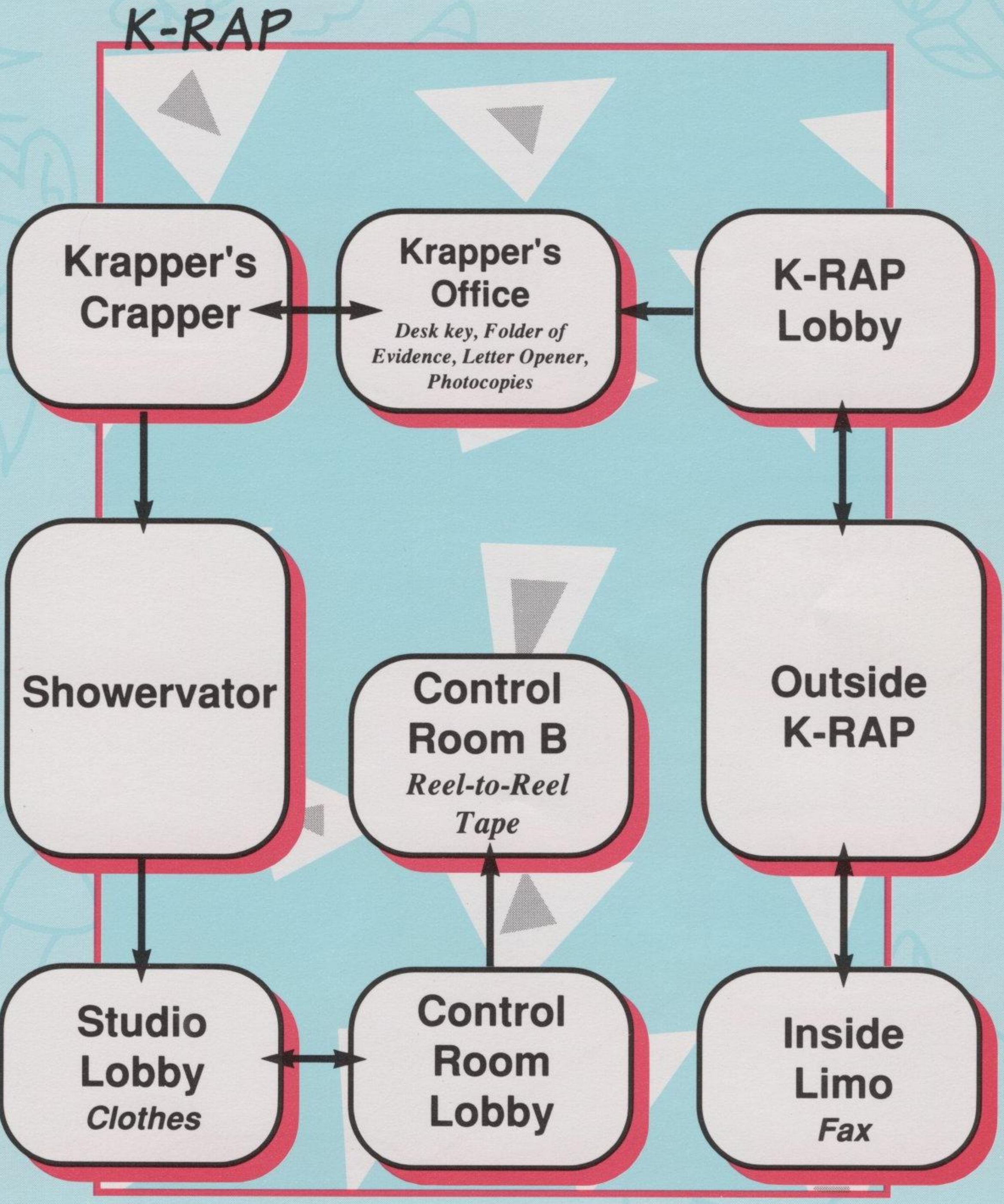
Inside Limo
Faxes, Champagne

/orkshop West
oter Shooter

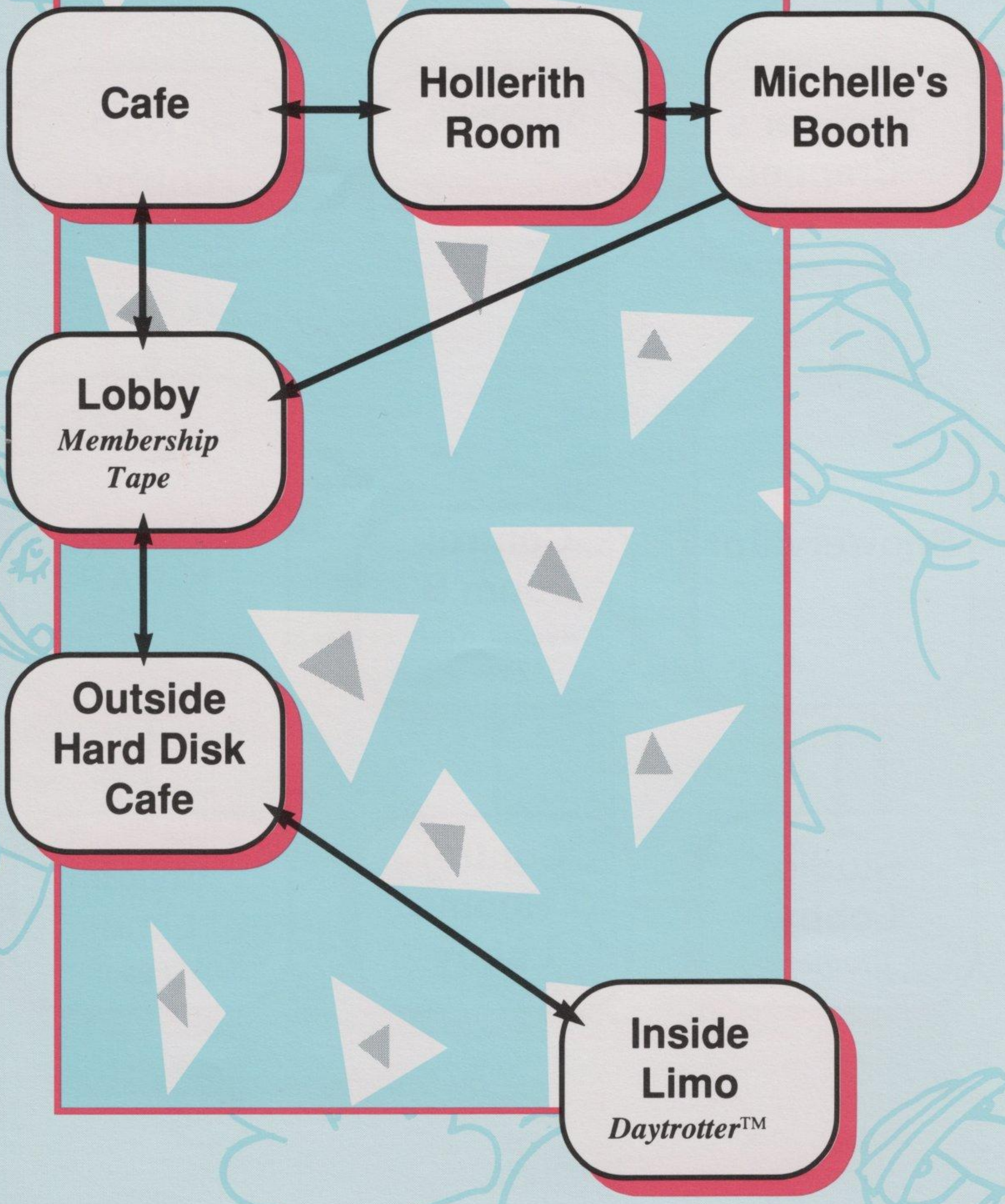
Workshop East
Dataman, DataPacks

Dr. Phil Hopian's Office

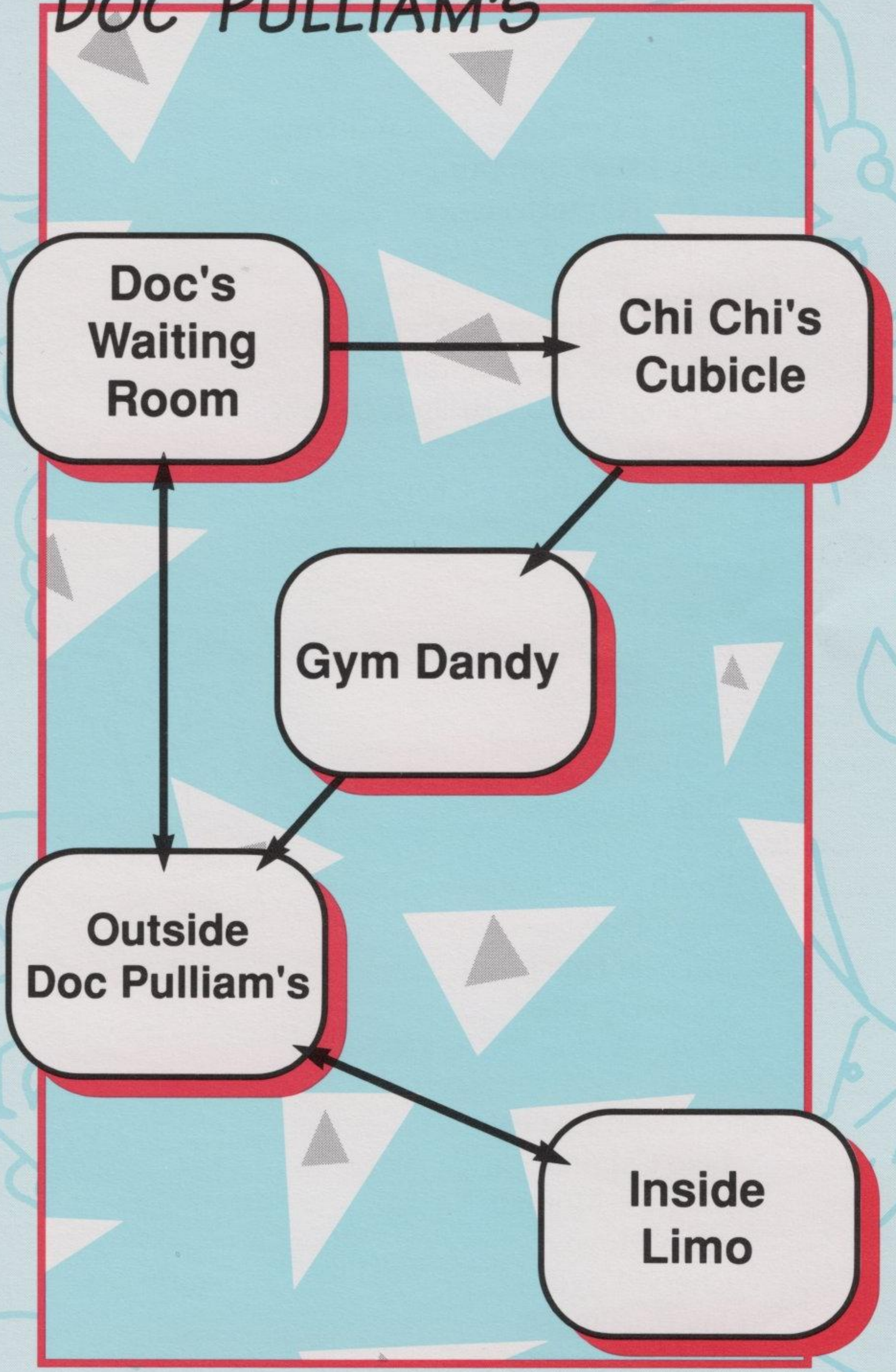
Studio
Control Room
Cassette
Waiting Room
Gold Record
THE SHILL BUILDING
Lobby
Outside Shill Building
Inside Limo
Fax


K-RAP
Krapper's Crapper
Krapper's Office
Desk key, Folder of Evidence, Letter Opener, Photocopies
K-RAP Lobby
Showervator
Control Room B
Reel-to-Reel Tape
Outside K-RAP
Studio Lobby
Clothes
Control Room Lobby
Inside Limo
Fax

HARD DISK CAFE



DOC PULLIAM'S

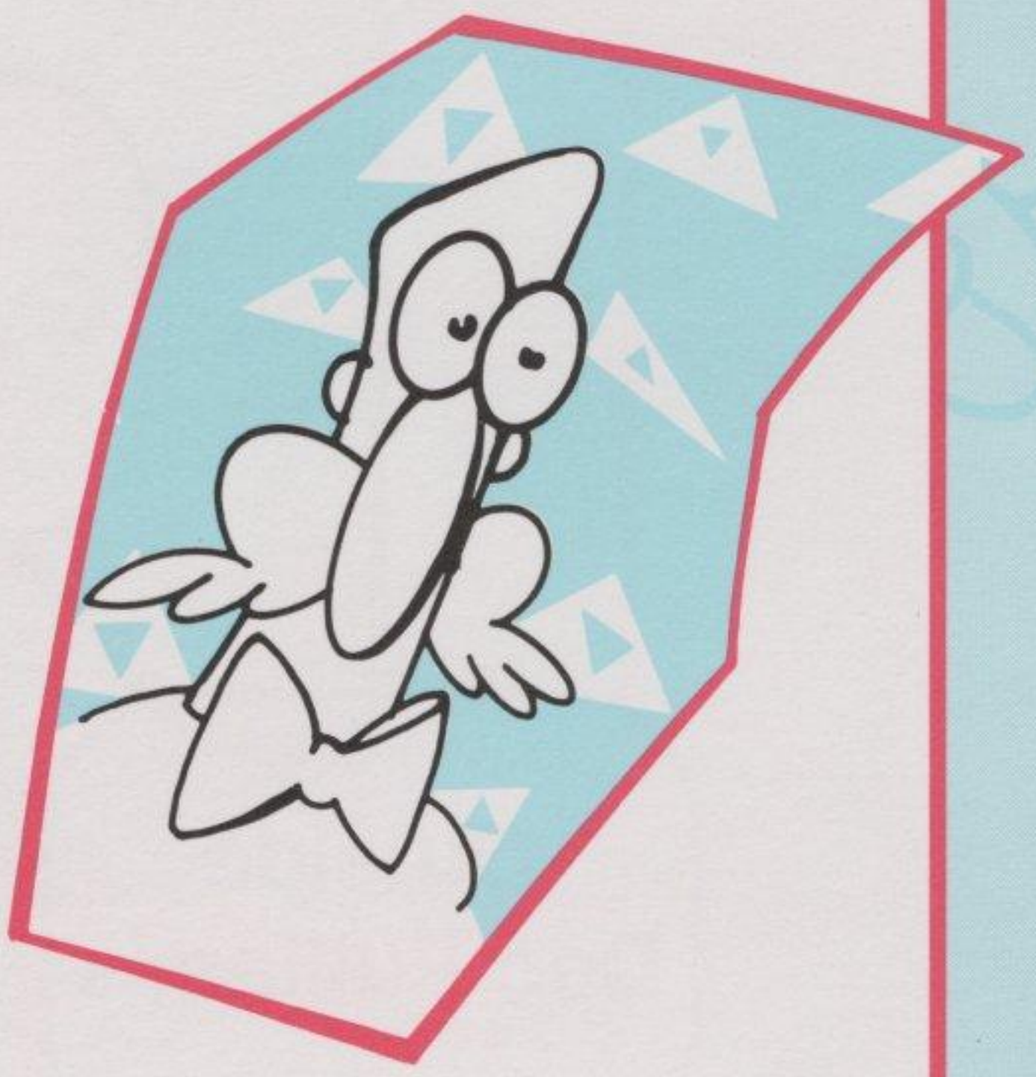


Credits

Executive Producer Ken Williams
Creative Director Bill Davis
Director,GameDesigner
& Programmer Al Lowe
Producer Guruka Singh Khalsa
Production Designer Andy Hoyos
Art Designer Jane Cardinal
LeadProgrammer Brian K. Hughes
Composer Craig Safan
Art Team Manager Cheryl Loyd

Animators

Cheryl Loyd
Barry T. Smith
Roger Hardy, Jr.
Dana Dean
Karin Young
Marc Hudgins
Eric Kasner
Phyllis Cucchiara
Terry Falls
Michael Hutchison
Desie Hartman
Willis Wong



Background Artists

Jane Cardinal
Maurice Morgan
Andy Hoyos
Cheryl Loyd
Jay Friedmann
Jennifer Shontz
Gloria Garland

Programmers
Brian K. Hughes
Carlos Escobar
Steve Conrad
John Hartin
Oliver Brelsford
Al Lowe

Music Director
Mark Seibert

Development System
Jeff Stephenson
Robert E. Heitman
Dan Foy
Larry Scott
John Rettig
J. Mark Hood
Chris Smith
Terry McHenry
Eric Hart
Chad Bye
Mark Wilden
Ken Koch
John Crane
Steve Coallier
Randy Moss

Additional Music
Chris Braymen

Additional Written Material
Josh Mandel

Quality Assurance
Robin Bradley

Hint Book
Al Lowe
Josh Mandel
Gloria Garland
Nathan Gams

NOTES

NOTES

HINT BOOK ORDER FORM

Please Print

Name _____

Address _____

City/State/Zip _____

Phone (_____) _____

Requested for credit card orders; desired for all orders.

Check method of payment (*PLEASE DO NOT SEND CASH*)

☐ Master Card ☐ Visa ☐ American Express
☐ Discover Card ☐ Check Enclosed

Card Number _____

Expiration Date _____/_____

Authorizing Signature _____

Required for credit card orders.

Please allow two weeks for delivery. All prices include shipping and handling.

Make checks payable to

SIERRA ON-LINE, INC.

Mail payment with this order form to:

Hint Books
Sierra On-Line, Inc.
P.O. Box 485
Coarsegold, CA 93614

HINT BOOK ORDER FORM

	PRICE	TOTAL
King's Quest I	9.95	
King's Quest II	9.95	
King's Quest III	9.95	
King's Quest IV	9.95	
King's Quest V	9.95	
Space Quest I	9.95	
Space Quest II	9.95	
Space Quest III	9.95	
Space Quest IV	9.95	
Leisure Suit Larry I	9.95	
Leisure Suit Larry II	9.95	
Leisure Suit Larry III	9.95	
Leisure Suit Larry V (Fall '91)	9.95	
Police Quest I	9.95	
Police Quest II	9.95	
Police Quest III (Fall '91)	9.95	
Manhunter I	9.95	
Manhunter II	9.95	
Code Name: Iceman	9.95	
Gold Rush!	9.95	
Colonel's Bequest	9.95	
Quest for Glory I (formerly Hero's Quest I)	9.95	
Quest for Glory II	9.95	
Conquests of Camelot	9.95	
Conquests of Longbow (Fall'91)	9.95	
Heart of China	9.95	
Rise of the Dragon	9.95	
The Black Cauldron	9.95	
	Subtotal	
California residents add 7.75% sales tax. Illinois and Texas add 6.25% Massachusetts residents add 5% sales tax.	**Tax**	
	Total	

More ordering information on the following page.

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